

PLAYSTATION NINTENDO PC ARCADE SEGA
computer and video games
SPECIAL STORIES:
METAL GEAR SOLID
TEKKEN 3
TUROK 2
PLUS!
TEKKEN 3
WORLD
CHAMPIONSHIPS
EYE-POPPING!
BANJO
KAZOOIE
THE BIG REVIEW!
emap. images
#201 AUGUST '98
08
9 770261 369086
PLAYSTATION ISS PRO 98
PLUS! THE LATEST AND GREATEST FOOTY GAMES


FINAL FANTASY® VII
Now for the PC.
EIDOS
INTERACTIVE
© 1997, 1998 Square Co., Ltd. All Rights Reserved. Final Fantasy and SquareSoft are registered trademarks of Square Co. Ltd., © & Published 1998 Eidos Interactive Ltd. All Rights Reserved.
"" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.

CONTENTS

COMPUTER AND VIDEO GAMES #201 AUGUST 1998

ULTRA GAMES MAGAZINE IN THE HOUSE!

GAME INDEX

FAST REFERENCE TO EVERY GAME IN CVG.

GIZMO PALACE



RECOGNISE THIS GUY? IT'S THE IMPROBABLE MONEY MARK, IN SOME KIND OF WEIRD DOLL SITUATION. OH LORD.

PLUS

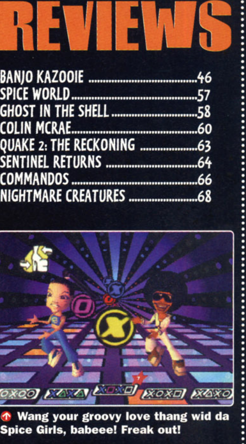
FREEPLAY

THE LATEST TIPS, HIGH SCORES, HOT RUMOURS, AND GAMING NEWS FROM AROUND THE WORLD.



COMING SOON

REVIEWS



Wang your groovy love thang wid da Spice Girls, babeee! Freak out!



Colin McRae Rally. Another realistic driving game for the PlayStation.

CHECKPOINT

STOP HERE TO FIND OUT THE LATEST GAMES RELEASES, AND WIN SOME PRIZES!

NEWS

MORE ABOUT SEGA DREAMCAST - BUT YOU'LL NEED AN IMAGINATION!

NEW GAMES

THE LATEST GAMES TO HAVE GRABBED US BY THE BAHOOLAS. GAMES SO INCREDIBLE THEY SHOULD CARRY A WARNING!

MAILBAG

READ WHAT YOUR MATES HAVE GOT TO SAY ABOUT THE GAMES SCENE. LAUGH. THEN WRITE BACK IN ANGER.



COVER STORY



ULTIMATE GAMES MAGAZINE IN THE HOUSE

CONTENTS

Tekken 3 artwork © NAMCO

EDITORIAL



EDITOR:
PAUL DAVIES
DEPUTY EDITOR:
TOM GUISE
PRODUCTION EDITOR:
ABDUL MONTAQIM
ART EDITOR:
JAIME SMITH
DESIGNER:
TONY CORMACK
SENIOR WRITER:
ED LOMAS
SENIOR WRITER:
STEVE KEY
STAFF WRITER:
ALEX HUHTALA

CONTRIBUTORS:
MARTIN MATHERS, OLIVER BENNET, KEITH AINSWORTH, CARL WHITE, GORDON BARRICK
THANKS TO:
JACKIE PLUMBRIDGE, DOUG BONE
SPECIAL THANKS TO:
THE TEKKEN 3 TEAM
US CORRESPONDENT:
DAVID HODGSON
JAPAN CORRESPONDENT:
WARREN HARROD

Editorial and advertising:
0171-972 6700
Editorial fax:
0171-972 6715
Advertising fax:
0171-972 6755
Subscription and Back Issues:
(9.30–5.30 Mon–Fri):
01858 468888
CVG Nuclear Bunker,
37-39 MillHarbour,
The Isle of Dogs,
London E14 9TZ

PUBLISHER:
Harry Attrill
ADVERTISING DIRECTOR:
Julie Moore
CONSUMER PROMOTIONS MANAGER:
Giuseppe Triosi
SOFTWARE ACCOUNT MANAGER:
Penny Humphrey
SOFTWARE ACCOUNT MANAGER:
Marianna Masters
MAIL ORDER EXECUTIVE:
Kathryn Clements
ADVERTISING ASSISTANT:
Annabel Green
MARKETING EXECUTIVE:
Zoe Wharnsby
GROUP PRODUCTION MANAGER:
Emma Minford
SYSTEMS MANAGER:
Sarah-Jane Leavey
SCITEX MANAGER:
Sarah Best
TECHNICAL SUPPORT:
Paul Williams
PUBLISHER'S ASSISTANT:
Michelle DeSouza
FACILITIES MANAGER:
Robert McBride

SUBSCRIPTION ENQUIRIES TEL: 01858 435 350 RATES
(includes postage and packing):
12 ISSUES UK: £18.00
AIRMAIL EUROPE: £33.00
AIRMAIL WORLD: £53.00

PRINTED IN THE UK BY:
St Ives PLC, Peterborough
DISTRIBUTED BY: Frontline

 ISBN NO: 0261-3597

emap. images

PHEW!

That was lucky. You almost wasted your hard-earned on another mag. Instead you're reading the best-value games journal in the UK. CVG guarantees the best-quality screenshots and information, for only £1.50. You've got to be sad, or mad, to look elsewhere.

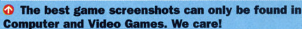
CVG presents the best games the way they should be seen. We're not satisfied until the full glory of games like *Metal Gear Solid*, and *Turok 2* are shown to their full advantage. We go to the same effort to ensure that the words you read are useful. Spend time absorbing the information CVG provides and you'll not only know what's hot now, but what to crave for in months to come.

This month is special, as CVG features loads of new stuff from the world's biggest games show – the E3. The fun starts when you turn the next page, and doesn't stop until you do.

PAUL

SPOT THE DIFFERENCE





The best game screenshots can only be found in Computer and Video Games. We care!



The kind of screenshot you always see in a competitor's magazine! Boring.

VOTE FOR THE TOP 100 GAMES OF ALL TIME

Do it! Thousands have entered their suggestions already. Unless YOU vote, YOUR FAVOURITE GAMES could be forgotten!

The world's gaming scene reads and respects CVG, which means it will read and respect YOUR opinion of the best games ever created. This isn't about winning any competition, it's about making sure YOUR OPINION counts. What could be worse than seeing, in your opinion, the world's worst game at the top of the chart, when your best game should be number one?

Add your Top Ten favourite games to the blank list printed here, and send it in to the address below. Bear in mind that all video games count, from the earliest computer software to the latest state-of-the-art arcade experiences. Spoilt for choice aren't you!

BEST GAMES EVER
CVG, EMAP IMAGES
37-39 MILLHARBOUR
ISLE-OF-DOGS
LONDON E14 9TZ

THE CVG TOP 100 GAMES OF ALL TIME

1. ....
BECAUSE...
....
....
....
....
....
2. ....
3. ....
4. ....
5. ....
6. ....
7. ....
8. ....
9. ....
10. ....

CVG RATING SYSTEM



5...EXCELLENT — Pure magic, enough to make a grown man cry. Every game which hits the High Five is essential. Let there be no doubt, this is depth and vision beyond belief.

HIGH FIVE! HIGHEST CVG RECOMMENDATION

4...VERY GOOD — Usually the highest we feel confident awarding a game. Ranks among the best in its field, or surprises us with elements of well implemented originality.

3...GOOD — Something you may want to own, as opposed to renting out for a couple of days. Here is a quality, entertaining game to suit most tastes. Good, but not great.

2...PRETTY BAD — Unlikely to be especially original, or overflowing with exciting features – there are better examples available. Or else this is a clumsy attempt at a new concept.

1...VERY POOR — Almost a flat-liner, it's so lifeless. You'll be wanting to exchange this for something else straightaway. Save yourself the bother by avoiding in the first place.



DREAMCAST

A serious piece of funky equipment, coming your way from Sega. Look at the quality of Virtua Fighter 3 or Lost World in the arcade. Dreamcast IS better!





METAL GEAR SOLID

This game will knock you out. The most original use of a 3D environment we've seen, and probably the best. In your house in October.



ZELDA 64

Well, we heard this game made somebody cry at E3 – it's that amazing. Still, there's no excuse for crying. That's disgraceful.

COMMANDOS

Looks boring, okay, maybe, but we think it's really cool. This is the most involving game of soldiers we've ever played.



STEVE KEY

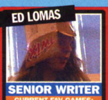


SENIOR WRITER

CURRENT FAV GAMES:
- COMMANDOS
- ISS 98
- TEKKEN 3
- KULA WORLD
- GHOST IN THE SHELL

From a distance, you could mistake the Key man for a lot of people.It's only when Steve gets up to walk that you can be sure it's him – sort of a 'Sarf Landan' stagger. Steve is also most recognisable as the bloke who sits where nobody ought to sit in pubs, shouting football songs. This is when we choose not to recognise Steve at all, no matter what.

ED LOMAS



SENIOR WRITER

CURRENT FAV GAMES:
- QUAKE 2
- COLIN MCRAE RALLY
- VIRTUA FIGHTER 3
- SEGA RALLY 2
- STREET FIGHTER A 2

Don't disrespect the Lomas name, or you'll find yourself on The List. Throughout the UK, the Lomas clan has people reporting back to their elected Chairman, Ed. Ed is the Chairman because he is very fond of sitting in chairs. In fact Ed would sit in a chair all his life if there were no beds. Anyway, Chairman Ed knows your every move so watch your step.

PAUL DAVIES



EDITOR

CURRENT FAV GAMES:
- TEKKEN 3
- METAL GEAR SOLID
- TUROK 2
- MESSIAH
- ZELDA 64

After resisting the force of the Spirit Of The Mad Gamer, Paul is finally possessed – and the Mad Gamer is now real. Admittedly this previously unseen force could have chosen a classier vessel to inhabit, but Paul it is. CVG has been nominated by the Video Game Dimension as the most effective messenger to humans, and who are we to doubt them?

ABDUL MONTAQIM

PROD EDITOR

CURRENT FAV GAMES:
- ISS 98
- TOMB RAIDER 2
- WIPEOUT 2097
- TEKKEN 3
- GRAN TURISMO

Would you trust this man? We have to. We just need to know if you would trust him too. Abdul is responsible for all mistaeks in CVG. We pay him lots of moeny to mkae sure none appera. If youspot any misstak s in this magazine, please right to the Edirot (paul Davies), and he will make sire that no more mistakes happn agin. Thank you for your cooperation.

JAIME SMITH



ART EDITOR

CURRENT FAV GAMES:
- SUPER BOMBERMAN
- SMASH COURT TENNIS
- GOLDENEYE
- MICRO MACHINES V3
- AGE OF EMPIRES

Hey, we accidentally included Jaime in our social life recently. It was a close call, but Jaime got stuck down a crack in the pavement. He wound up telling jokes to dogs passing by, to prevent them from urinating on him (Jaime, looking very much like a lamp post, trapped where he was). Now gangs of dogs roam London, trying to get trapped under buses. It's terrible.

TOM GUISE

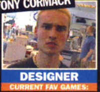


DEP EDITOR

CURRENT FAV GAMES:
- GUNSTAR HEROES
- SONIC 3
- WORLD OF ILLUSION
- SPLATTERHOUSE 3
- MD VIRTUA RACING

Tom is a Special Case. There is every chance that there is a book of Special Cases somewhere, locked away in some government office. Tom will be featured in there, with the words Priority Case stamped next to his name. We know this because we recently watched Tom dive off a pool table onto a concrete floor. The youth is out there…

TONY CORMACK



DESIGNER

CURRENT FAV GAMES:
- ISS 98
- TEKKEN 3
- 1080° SNOWBOARDING
- BANJO KAZOOIE
- WATCHING WORLD CUP

Happy Birthday to you, Happy Birthday to you, Happy Bi-ii… (keep singing, that way Tony can't get a word in)…irthday dear To-o-o-o-ony-i-i-i-i-i-i-i-i-i-i-i-a-a-a-a-a-a-a-a-a-a-ah! Happy Birthday to Yoo-o-o-o-o-ou-a-a-a-a-a-a-ah! Hip hip! Hooray! Hip Hip Hooray! Hip hip! Hooray! Oh… For he's a jolly good fellow, for he's a jolly good fellow, for he's a jolly good fe-ello-ow…!

ALEX HUHTALA

STAFF WRITER

CURRENT FAV GAMES:
- BANJO KAZOOIE
- RESIDENT EVIL 2
- TEKKEN 3
- COMMANDOS
- GB CAMERA

Alex sits directly opposite Tony Cormack, and therefore gets the full benefit of Tony's wisdom. Such wisdom is offered at regular intervals throughout the day. And at regular intervals throughout the regular intervals. Occasionally Alex gets to retort, but his natural rhythm is offset by Tony's accelerated style.We are seriously concerned for Alex.





DREAMCAST FOR REAL

Behind closed doors at the recent E3 show in Atlanta, USA, Sega presented the power of Dreamcast to CVG. We were the ONLY magazine in Europe to have this opportunity.

The Dreamcast presentation took the form of four tech demos, each describing unique advantages Dreamcast will have over any other computer system. The categories are Polygons, Textures, Animation, and Lighting.



DREAMCAST TECH DEMO MAY 1998

First up Dreamcast displayed a metallic Sega logo in 3D. This twirled around on screen, reflecting an image of Sonic. This technique, called Environment Mapping, has been seen before. However on Dreamcast the detail made it look as though you could pick the Sega logo out of the TV.

POLYGONS

A 3D world, represented by green hills surrounding a lake. By the lake there is a boat house, supported by wooden stilts. A thin layer of mist hangs over the landscape.The wooden stilts can be seen beneath the water, drawing attention to Dreamcast's ability to render everything in 'one pass' - other systems would draw the scene in many layers. Dreamcast generates entire scenes all at once. 'Bump Mapping' allows for a pixel-by-pixel accurate water line - so it hugs the shore precisely. The lake surface undulates with hundreds of tiny waves – indication that it is constructed from thousands of polygons.Moving above the cloud layer you can see far into the distance – there is no fogging, and no clipping. None. Also while the cloud became dense, it is explained that the whole scene still exists below. You could also see the world from beneath the water. This kind of transparency is difficult for most systems.

ANIMATION

Room with a fire cooking a stove, boiling something like a transparent elephant wearing a tutu! The main focus here is the particle system – a special effect which enabled a fire to be constructed of hundreds of tiny polygons. While the CPU handles this routine, the hardware takes care of everything else. Every polygon in the fire is individually textured – this isn't one poly with a fire texture mapped on it. Steam coming off the stove is made of many polys too.

TEXTURES

The texture demo shows a room with a picture of Sonic on the wall. It's small like in a cottage. The only furniture is a small table, and a bunk bed. A sphere is mounted on the table. This is mapped with the globe which is Alpha Blended (a shading technique) into a purple swirling mist. You could also see through the sphere into the rest of the room. When you closely examine details such as the wallpaper, or the wooden bed frame, there are no signs of blockiness, distortion, or break up. The patterns retain their fine detail - no blurred textures as seen on N64. There is a lace sheet draped over the top bunk of the bed. You can see the entire room through this, most notably the sphere which maintains its globe/mist routine. Finally there is a fantastically detailed bowl of fruit – right down to the veins in the leaves. This bowl of fruit alone accounts for 100 000 polygons – which is just about the maximum capability of PlayStation!

LIGHTING

A room with a waterfall in it which flows into a basin! Specular Highlights pick out ripples on the water surface. Specular Highlighting has only previously been available to high end rendering applications. It allows for light to pick out small waves on the surface of water, or highlight bright reflective surfaces of metal – such as a knife's edge. The big deal with Dreamcast lighting is something called Modifier Volume. This is a hardware trick used to adapt a block of light, water, or whatever, and allow it to perfectly hug an area it passes over. An example used for Modifier Volume is a shaft of light which comes in through the window. This passes down over the water-fall, lighting the wall, and the floor in succession, like a translucent draw bridge. The light affecs the textures it touches, giving the true impression of sunlight. Another way of using this technique is to hydrate parched surfaces with a flood of water. It works by geometrically calculating the volume of the room, and the volume of the light/water box, then matches them up. This feature will appear on Dreamcast before it is seen anywhere else – even in the next generation of Power VR.

THE TRUTH

Nintendo, together with Silicon Graphics, delivered fully immersive 3D worlds. Compared to the worlds shown on Dreamcast, however, N64 is presenting 3D cul-de-sacs. No matter how far a developer's imagination can see, N64's depiction is myopic compared to Dreamcast!







DREAMCAST GAMES WILL LOOK MUCH BETTER THAN THE GAMES SHOWN HERE.

TURNING DREAMS INTO REALITY!

NEWS



HIT THE *BRAKES* AND *POWER UP* WITH TWIX® & computer and video games



WIN £1000 OF SOFTWARE!!* AND A YEAR'S SUPPLY OF TWIX®

*** Or bag yourself one of the first official Dreamcast machines!**

WHO IS THE BEST GAMES PLAYER?

You have a choice of three games in which to achieve your best score, one for each of the major formats. You will be set a specific task linked to that game, details follow. Then jot your score onto the form below and whack it into the post. Easy. Up for grabs is £1,000 of games for Playstation or Nintendo. Alternatively, the Sega winner will get their hands on a Dreamcast on its UK release! Plus a year's supply of TWIX!

★ PLAYSTATION - GRAN TURISMO



You have to play on Arcade Mode and on Section 4 of the Grand Valley circuit. Complete three laps using any car (but you must specify which vehicle you have used on the entry form) and the fastest time will win.

★ SATURN - WORLD LEAGUE SOCCER



Playing as Crystal Palace in a ten minutes each way game against Arsenal, you must record your best score possible. It must be the default skill level too. Altogether now... One-nil, to the Ars-en-al.

★ NINTENDO - GOLDENEYE



For the N64 owners, you must start on the Cradle Stage on any difficulty setting. And, with a fifteen minute time limit, you must get as many kills as possible. Cock the Hammer it's time for action!

THE FINAL: SATURDAY 24TH OCTOBER 1998

It's a well known fact that if you need gaming information, you turn to CVG. And we reckon that our knowledge rubs off on you, the readers, making our followers some of the best, most elite gamesplayers on the planet. Which is why we want to put you to the test.

YOUR 3-STEP GUIDE TO BECOMING A CHAMPION

1 - Set up your console and whichever game you're going to be competing with.
2 - Play the game, enjoy a TWIX and read CVG.
3 - Save any 5 TWIX wrappers and send them to us along with a completed coupon to **TWIX GAMESPLAYER OF THE YEAR 1998, CVG, 37-39 Millharbour, Isle of Dogs, London, E14 9TZ**.

RULES

To enter is easy. But there are a few 'rules' that have to be adhered to in order to stand any chance of beefing up your games collection.

- Firstly, you have to be aged 21 or under. Sorry to all the Grandad gamers out there, but that's the way the cookie crumbles. If you are under 16, an adult must accompany you.
- You need to send in 5 TWIX wrappers (empty of course) with the completed coupon.
- Entries must be received by **31ST AUGUST 1998**.
- All entries will be CAREFULLY VETTED, so no cheating. You may be telephoned to verify scores or times submitted.
- There will be a final on each format - N64, Sega Saturn and Playstation. 8 people will be selected to play in each of the finals, to be held at Virgin Megastore in Oxford Street, London, on 24 October, 1998.
- No cash alternative, the promoter's decision is final.
- The competition is open to all UK residents except employees and families of the promoter and EMAP, their agents and anyone connected with the competition.
- No responsibility is accepted for entries which are lost, delayed or damaged in the post. Proof of posting is not proof of delivery.
- A year's supply of TWIX is equal to 365 bars.
- Finalists will be notified by post by 30 September 1998.
- Return standard class rail travel to the final is included in the prize.
- Finalists' names will be available from the competition address to those sending a SAE marked "results" after the closing date.
- Finalists may be used in future publicity material/promotional activity.
- The promoter is Mars Confectionery, a division of Mars UK Limited, Dundee Road, Slough, SL1 4JX.

TWIX GAMESPLAYER OF THE YEAR ENTRY FORM

NAME ____________________ AGE ________

ADDRESS ____________________

PHONE NUMBER ____________ BEST TIME/SCORE ____________

If aged under 16, please ask a parent or guardian to read and then sign the following: I verify that the above details are correct and hereby give my permission for the above named person to take part in the TWIX Gamesplayer of the Year 1998, should they be selected.

SIGNED ....

GAME/CONSOLE

☐ PLAYSTATION/ GRAN TURISMO
☐ SATURN/WORLD LEAGUE SOCCER
☐ N64/GOLDENEYE

TWIX® A BREAK FROM THE NORM



CHECK FUTURE ISSUES AND LOCAL PRESS FOR DETAILS OF REGIONAL HEATS AT VIRGIN MEGASTORES IN BRISTOL, BIRMINGHAM, MANCHESTER, NEWCASTLE & YORK

[GOLDENEYE VOTED GAME OF THE YEAR]

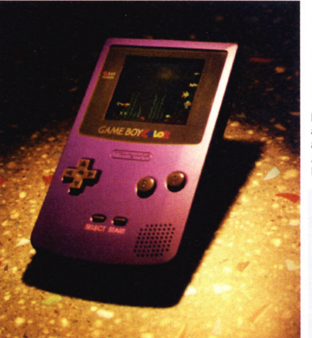
The US games industry has awarded Nintendo's *Goldeneye* 'Interactive Title Of The Year' and the 'Outstanding Achievement In Software Engineering' accolade. Rare's game *Diddy Kong Racing* was also voted Racing Game Of The Year.

The awards were handed out at the first ever Interactive Achievement Awards, which took place at this year's E3.



You can buy a Sega Saturn for £69.99. That's the official RRP, which we think should postpone the impending Saturn RIP announcement. We reckon this is an excellent deal. If you don't already own a Saturn. Think about what you are missing as a gamesplayer. Saturn Games are reduced in a lot of high street retailers, so you can get the machine and a cool collection of games in no time at all. It's worth buying for *Panzer Dragoon RPG* alone!





[POKEMON PLANS]

It looks likely that *Pocket Monster* (aka *Pokémon*) will be available shortly after Christmas. The animation series will be aired on British TV at the same time. *Pocket Monster* will definitely appeal to people who love RPG games – a great adventure, and infinite cool battles. Also the *Pokémon* characters will appeal to everyone with a sense of style – they're not all cute, okay! Ignore *Pokémon* at your loss.

[COLOUR GAME BOY IS COMING]

Nintendo have just confirmed that they will have the long-awaited Colour Game Boy on sale before the year is out, with the possibility of two original titles. You read it hear first: a brand *Zelda*, and *Mario* games for Christmas! There will also be 'remixed' (coloured in) versions of existing *Zelda*, *Mario*, and *Wario* titles available. Expect your Colour Game Boy to set you back just under £70.

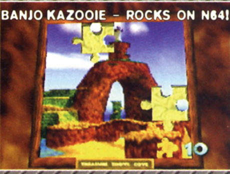


AUGUST CONSOLE GAMES CHART

TRY BOTH CONSOLES OUT FOR YOURSELF IN OUR NEW FUTURISTIC CONSOLE DISPLAY AND BROWSE THROUGH OVER 75 GAMES AND A WIDE RANGE OF ACCESSORIES.

NINTENDO 64

Move	Pos	Title
NEW	1	BANJO KAZOOIE
↓	2	WORLD CUP '98
↓	3	GOLDENEYE 007
-	4	YOSHI'S STORY
↓	5	DIDDY KONG RACING
NEW	6	WETRIX
↑	7	SUPER MARIO 64
↓	8	QUAKE
NEW	9	SNOWBOARD KIDS
↓	10	MARIO KART 64


BANJO KAZOOIE – ROCKS ON N64!



COLIN MCRAE – SPEEDS TO NO.1

[redacted]

Move	Pos	Title
NEW	1	COLIN MCRAE RALLY
↓	2	WORLD CUP '98
↓	3	GRAN TURISMO
NEW	4	SOUL BLADE PLATINUM
↓	5	RESIDENT EVIL 2
↓	6	TOMB RAIDER PLATINUM
NEW	7	DEAD OR ALIVE
NEW	8	POINT BLANK
↑	9	CRASH BANDICOOT PLATINUM
↓	10	TOMB RAIDER II

PLEASE SEND YOUR LETTERS TO:

MAIL BAG,
COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON E14 9TZ

WE DON'T DO PERSONAL REPLIES. JUST IN CASE YOU WERE THINKING ABOUT IT. SORRY.

E-MAIL US AT: MAILBAG.CVG@ECM.EMAP.COM

MAIL BAG



WIN A CONSOLE AND FIVE GAMES

Well, what revelations we have had over the last month! First, there was all that fuss when the beer-guzzling bozo Gazza was left out of the World Cup squad; then there was David Beckham's non-inclusion in the team – the Adidas advertisements may have to be re-done to read, 'Historians. It's D-R-O-P-P-E-D.' Maybe his mind was on other goals, what with his obvious attempt to become the fifth Spice Girl by wearing a skirt to impress Posh Spice. Well, now that Ginger Spice has left the band, why not? Any views on this, or anything else games related, send them in to the usual address and you could win yourself a machine and five games!

IT'S THE REAL THING!

Dear CVG,
Technology is great – look at the jump we've seen in games over the past 15-20 years (*Yie Ar Kung Fu* to *Virtua Fighter 3* for instance). Not only are we approaching photorealistic graphics, but decent graphics often make new game genres possible too. *Mario 64* created the true 3D platform game styles.

However, as things become more (too) realistic, won't we eventually lose the gist of video games, ie the fantasy side? Sure, driving games will benefit, but what about good old fashioned platform games for example? Can you imagine *Yoshi's Story* with lifelike graphics and how awful it would look? It seems that as video games and movies start to merge into one, i.e. *Resident Evil 2*, we are beginning to lose sight of traditional games. I love *RE2* having played it recently, but it's still enjoyable playing classics such as the *Bomberman* series. It seems that progress in technology needs controlling, something which clearly isn't going to happen is it?!
Daniel Hassany, Hove, East Sussex.

CVG: We think that the 'traditional' games you mention are starting to come back into the market. Games like Kula World and Breath of Fire 3 are bringing back pure playability. Having said that, you have to remember that the average age of people who play games is a lot higher now compared to 15 years ago, so they seem to want more serious and realistic looking games.

RETRO FREAKS

Dear CVG,
It bugs me that the publishers who cynically package 'retro' games together seem to have a licence to print money. Several games on one disc may seem great value, but it's not as if titles like *Pac-Man* are making Namco money any more and 'arcade perfect' means simply copying the original code, writing emulation software for the PlayStation and selling it at nearly full price to some nostalgia buff. Obviously this niche market exists but this whole exercise is so lazy.

A more appealing approach would be to release something like a Capcom arcade compilation featuring *Final Fight*, *Ghouls and Ghosts*, *1943* and *Pang*, or perhaps Konami's *Gradius*, *Teenage Mutant Ninja Turtles*, *Hyper Olympics* and *Contra* on one CD. Granted these games have appeared on 8- and 16-bit platforms before, but they were never arcade perfect and they were still popular.
Kim Ying Ho, London SE5.

CVG: Your wish has sort of come true. Capcom are releasing two titles under their new Generations label, one of which is a 1943 compilation and the other is a triple Ghouls and Ghosts pack. We'll have more on them soon!

HIT AND HOPE

Dear CVG,
I am writing in because I am confused. You rate *Actua Soccer 2* four out of five and say it's the best footy game on the PlayStation and you rate *FIFA '98* two out of five when its camera angles are brilliant, especially Freecam. And *FIFA '98* has sold way more copies than *Actua Soccer 2*. *AS2*'s graphics are bloody s**t and the goalies take too long in kicking the ball out. Plus, the power bar! I mean, what's the need in one when on *FIFA '98* you just shoot and hope for the best.
Robert Line, Manchester

STEVE: Why would you want to just shoot and hope for the best all the time? This means you'll never know when you have a good chance of scoring! With the power bar, you can control the height and strength of the shot, giving people who know exactly where they want to shoot greater levels of control. When you play real football with your mates, do you just shoot and hope for the best or try and place it in the corners? I rest my case.

COMET SPONSORSHIP

At Comet Game Zone you can try out the latest games from the top three consoles on the market – Nintendo 64, PlayStation and Saturn – before you buy them. Call 0500 425 425 for your nearest Comet Game Zone. See the Game Zone Top 10 (by format) each month in CVG and in Comet stores nationwide.

LARA AND HER WOOLIES

Dear CVG,
I just wanted to winge about a recent TV programme shown on a Sunday morning (I won't mention the name of the program, as it was friggin' awful). On the program was a young lass who was complaining about Lara Croft's figure and asked if the tight clothes she wore were really necessary. Get a life, love! What do you expect her to wear – a woolly jumper and a second-hand skirt, with a fag hanging from her mouth? Then she whined about the size of her boobs (when was the last time you saw a flat-chested super hero?). Before you know it, she'll be writing to Disney asking why Sleeping Beauty wasn't a brunette.
Gaz Shaw, Leyland.

CVG: Big boobs are a perfectly natural part of life. Take Geoff Capes, for example.

COMET STAR LETTER

THE LAST LEGS ARE STILL RUNNING

Dear CVG,
Everybody keeps harping on about what's left in the Saturn – who gives a s**t! I've had my Saturn for a year and a half now, and have always enjoyed using it. Who cares if it hasn't got long left, as people said the same thing about the SNES and Megadrive and that never stopped people enjoying them. Personally, I don't care if it is going, because it means you can get cheaper games as shops think they could get stuck with the software they can't shift. Game, for example, are doing a lot of games for £9.99 each or two for £15 and it's not cack stuff either. I got *Die Hard Trilogy* and *Alien Trilogy* for £7.50 each and you can't say that's not worth it.

So at this rate, I'm going to have a large collection by the time it goes and I'm still going to be playing *Sega Rally* and *Virtua Cop 1* and *2* in years to come. I'm not saying you shouldn't buy new machines, because I have an N64. But I also have a SNES and still play *Mario World* and *Mario Kart* to this day.
Dave Owens, Northampton

CVG: Can't have any complaints with that can you? Picking up decent software for 15 quid or less is a bargain, especially if they are titles you'll be playing for years to come.

WARNING: ANNOYING LETTER IMMINENT

Dear CVG,
I would like to complain about your review treatment of *Cruis'n USA*. You may recall that you suggested I purchased *Diddy Kong Racing* instead, which I did, but I now think that *DKR* is rubbish. I only managed to complete half the game, and Rare must be on same joint trip if they think it's possible to complete it. It's just too damn hard! I managed to complete *Cruis'n USA* very easily and the graphics are lovely and sharp. *DKR*'s are fuzzy and the music's lousy. Give Midway a break and stop slagging off good games. Games producers must make games easier and fairer, they're too hard.
Simon Harrison, Chesham.

CVG: You don't like it because it's too hard? Oh dear. We'll let you lot answer this letter for him. Send your replies in please!

MEMORY LOSS

Dear CVG,
I recently bought a Datel 24-meg memory card to replace my Sony card as I didn't have enough memory. Everything was fine until the other day, when trying to return to a saved game of *Tomb Raider 2* it showed no information on the passport. When checking the memory card, it showed that the slot had a saved game, but had no information to find. All the other games on the card were fine except for a saved game of *Gran Turismo* which was after *TR2* on the slot. I didn't mind losing *TR2* because of the handy level select cheat, but if I hadn't completed *Gran Turismo* then I have a funny feeling the whole lot would have gone through he window! Is there anything I can do to bring back the saved data?
Neil Holdroyd, Birstall, West Yorks.



CVG: A lesson here for everybody. We've learned to buy the official Sony cards only. That way we never EVER lose anything.

YARDLEY YARDLEY YAK YAK

Dear CVG,
I know this letter will not be star letter or even printed as my last letter wasn't. What is wrong with the letters I write? Is it just because I am writing from Ireland even though I am from England originally so what is wrong, eh?
Johnathon Rickard, Cork, Ireland.

CVG: Here's the deal. Mail Bag features intelligent, homorous and provocative letters. Now read that sentence again, note the words intelligent, homorous and provocative – and try to us writing again.

BEST SNIPPETS IN THE WORLD EVER 5!

Dear CVG,
I am disgusted with the level of violence from your preview of *Resident Evil 2* in issue 197. I was scared stiff when I saw the pictures and my mum wasn't very happy either. Next time, I won't be buying your magazine if it is going to be a violent as issue 197.
Leanne Marshall, Whitecross, Hereford.

CVG: Please check our mag before you buy it Leanne, to see if it features games that are unsuitable to your taste. Thanks.

Dear CVG,
Could you tell me when the first issue of CVG came out? Is it really true that it was the world's first games mag?
Joakim Teig, Norway.



CVG: Seeing as this month is the August issue, and is 201, that means CVG came out 201 issues ago! That's November 1981, Earth time. Excellent. And, yes, it really was the first games mag. We were having fun and games since before many of you were born.

Dear CVG,
Resident Evil 2, superb game and an extreme pant filling affair. But I think I have come up with an idea that would make *Resident Evil 3* more scary than Tony Cormack.
Daniel Searle, Sheffield.

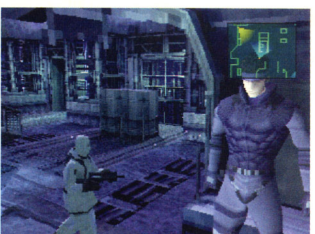
CVG: You've made a very strange assumption. Tony Cormack is not very scary – neither is any one of his relatives (as far as we know). That means your idea for a 'scary' game is probably lame.

Dear CVG,
I own a Saturn and 14 decent games (*Steep Slope Sliders*, *Quake*, *Sonic R*, etc.) Now, should I swap it for a PlayStation and 5 games or hope to win the Mailbag star letter prize?
James Gold, Warwickshire

CVG: Swap it because it sounds like you've got a good deal. You're certainly not winning the Star Letter prize for that. Why would the PlayStation owner want to swap anyway? Maybe it's because of the number of cheap games around for Saturn.

Dear CVG,
I have played *RE2* on PlayStation and Saturn – both import versions – and I can safely say that the Saturn version is ever so slightly better, because of the effectiveness of the 4MB cart bundled with it.
Jaime Gray, Sutton, Surrey.

CVG: This is a public information announcement: Resident Evil 2 is not available on Saturn. All those that know a certain Jaime Gray should carry out the following tasks immediately:
1. Tell him to stop playing imaginary games with himself.
2. Tell him to stop writing to us about these imaginary games.



85% COMPLETE

PlayStation

SURVIVAL ESPIONAGE | BY KONAMI
WINTER RELEASE | 1 PLAYER

- MSX & NES PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY KONAMI TEL 01895 853 000

After many months of waiting, we've finally spent quality time PLAYING *Metal Gear Solid*. And here's everything there is to know so far about this awesome game.



There's a special way of gauging the popularity of an upcoming title in this office: we load up a game and see how many people crowd around. This year *Metal Gear Solid* holds the record.

And so it should. From the second it begins, you're aware that this game has been a labour of love right from the start. You can't help thinking, this is the game you've always wanted to play, and someone has finally had the sense to make it.

Get ready to be blown away!

MISSION DEBRIEFING

The game begins with Commander Roy Campbell giving Solid Snake a debriefing on the mission ahead. While this dialogue is taking place, we see Snake make his way to Shadow Moses Island where the action starts.

Alaska – Bering Sea
Ohio Class Nuclear Submarine Discovery

Commander Roy Campbell: The nuclear weapons disposal site on Shadow Moses Island in Alaska's Fox Archipelago was attacked and captured by Next-Generation special forces being led by members of FOX-HOUND. They're demanding that the government turn over the remains of Big Boss and they say if their are not met within 24 hours they'll launch a nuclear weapon. You'll have two mission objectives. First you're to rescue DARPA chief Donald Anderson and the President of Armstech, Kenneth Baker. Both are being held as hostages. Secondly you're to investigate whether or not the terrorists have the ability to make a nuclear strike and stop them if they do. We'll approach the facility by sub. We'll launch a one-man SDV (swimmer delivery vehicle). After the SDV gets as close as it can, dispose of it. From there on you'll have to swim.
High-Tech Special Forces Unit FOX-HOUND. Your former unit, and one that I was a commander of...

Snake: So they're still around.

Campbell: There are six members of FOX-HOUND involved in this terrorist act. Psycho Mantis, with his powerful psychic abilities. Sniper Wolf, the beautiful and deadly sharpshooter. Decoy Octopus, master of disguise. Vulcan Raven, giant and shaman, and Revolver Ocelot, specialist in interrogation and formidable gunfighter. Finally in charge of them FOX-HOUNDs' squad leader...

Snake: Liquid Snake?

Campbell: The man with the same code name as you.
The nuclear weapons disposal site covers the whole island. I'll instruct you by Codec after you reach the target.

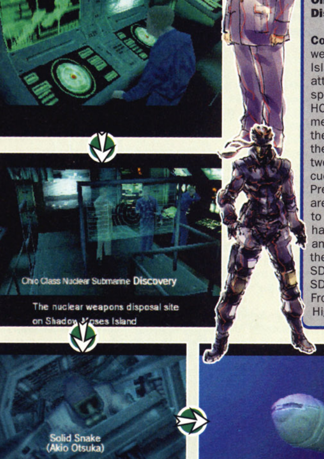
Snake: Anyone going with me?

Campbell: As usual, this is a one-man infiltration mission.

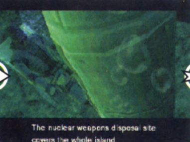
Snake: Weapons and equipment OSP (On-Site Procurement)?

Campbell: Yes. This is a top-secret black op. Don't expect any official support.

WE'VE BEEN EXPECTING YOU

















INTERVIEW WITH THE BRAINS BEHIND THE GAME

We were lucky enough to be granted an interview with the games director, Hideo Kojima. Here's what he had to say.

CVG: *How difficult was it to transform* Metal Gear *into a 3D game, and still retain the elements which made the original a classic?*

HK: It was very difficult turning this into a 3D game. When we first released the 2D *Metal Gear* on the MSX it wasn't exactly what I wanted to do with the whole idea. When we looked at the specs for the PlayStation, we realised that we could finally do what we wanted to do with this whole theme.

For example, in a 3D world, you can go under a table and see from there, or go into a locker and see from the inside. We didn't think this would be so hard, but when we started constructing the 3D environment it was really difficult to make sure that everything looked okay from that angle.

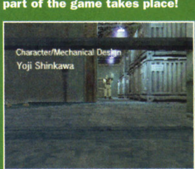


By pressing in the direction of an object, Snake will lean against it and the camera pans around. Now you can see Snake and the background action.

The only way to get past the water tower is to crawl underneath it. From this low view, it's even possible to see rats scurrying around. Erggh!



This is where the very first part of the game takes place!



THE VIEW FROM HERE

CVG: *How did you decide on the style of 3D environment used in* Metal Gear, *as opposed to those seen in other 3D games (eg* Goldeneye, Tomb Raider*)?*

HK: We had one programmer study the 3D environment for about a year. I wanted to make the game 3D, but at the same time I get that 3D sickness. Looking at the PlayStation, the team knew we could create a 3D game so we wanted the great aspects of a 3D game, but at the same time we wanted to avoid the 3D sickness. We also wanted to retain the easy playability of a 2D game in that 3D environment.

CVG: *Is there anything in particular that this style of 3D environment allows that makes it unique? What gameplay aspects have been enabled because of this style of 3D environment?*

HK: When you look at a game like *Goldeneye*, a true 3D game, all you can see is whatever is in front of you. You can't see anything else. But by doing what we did in *Metal Gear*, where the default view is the birds-eye view, you see from the top. This way you get to see what's around you. At the same time our game features a first-person view mode, and a corner view mode, where you can see other characters through your characters' eyes, or even from behind them. So we have what *Goldeneye* offers, as well as those other aspects in the game.

The corner view mode is the most impressive and dynamic in the game.



The bird's-eye view is used to move around and fight with the enemy.



The first-person view is used to check your surroundings. No trouble ahead!



Finally there's real-time cut scenes. Where the angles are always impressive.

INSPIRATIONAL RESEARCH

CVG: Metal Gear*'s visuals are impressively directed – it's very cinematic. Which films have you seen that have influenced the look of the game? And, which are your favourite directors?*

HK: I love all kinds of movies – Japanese, American, German, French, Italian, Hong Kong, so it's really hard to say what kinds of movies I like. But the directors I like are Luc Besson, and Akira Kurosawa

CVG: *What about the character Snake – is he a completely original character, or did you want to include elements of famous film stars?*

HK: He's an original character, but sort of like Snake from *Escape from New York*.

CVG: *How much time was spent studying real-life espionage weapons and equipment?*

HK: As a child I always loved spy films, and I've read a lot of espionage novels – I've been doing it since my childhood. Also I've been collecting a lot of documents, studying about espionage over the last three or four years. I also have a specialist in that field on the team called Motusada Mori, I ask him 'will this make sense in the espionage world', and he'll tell me 'yes' or 'no'. Mr Mori was a French mercenary. He's not really a part of the Metal Gear team, but he's always there when we need help with something.

Last year, when we came to the States for E3, we went to see SWAT training, and went to see tanks.

CVG: *Are the weapons authentic, or are they all make believe?*

HK: Two thirds of them are real, the rest we invented ourselves. For example, the remote-controlled missile – it comes with a little camera. You can control the movement of the missile as you can see through the camera in first-person view, so you know what's coming ahead of you.

That kind of missile doesn't exist in real life, at least not at this size, but there are such missiles that exist with a similar purpose. We call that missile the *Nikita* missile, from the title of the Luc Besson movie. By sending this missile you get to see what's beyond in the route you're taking, without having to go there yourself.







Snake throws a guard over his shoulder, and makes him dizzy.

TOP SECRET CHARACTERS

CVG: *Are there some points in the game where you are responsible for more than one character on the screen? Like, get rid of all the bad guys then go back for your partner so they don't get hurt?*
HK: Basically you're only responsible for Snake. However, for example in the case of a character called Meryl, there are times in the game when you move together but she follows – but you only control Snake.

CVG: *But if she gets hurt, do you get penalised?*
HK: Er... we can't talk about that too much. She can take some damage...!

CVG: *Can we talk about the Ninja?*
HK: Er... he's a mystery man! Ninja is a very important character in the game.

CVG: *Well, is Ninja confined to certain sections in the game, or will he appear at random – when you least expect it?*
HK: He appears at certain points of the whole story. There are times when he comes when you need some help... but... he's a mystery character.





Snake sneaks up on the unsuspecting guard. But his timing's off. The guard alerts others, Snake grabs hold of the guard, and uses him as a human shield!

BACK TO THE BEGINNING

CVG: *Is the game mission based – to complete a stage do you complete the mission, or do you have to face big BOSS characters?*
HK: It isn't like an action game where you clear one stage, then go on to the next one. You can go back and forth from each stage. In that sense it's like a role-playing game, where you start from your first town but you can always go back there. You know, go back and forth. You can go back and forth between stages in *Metal Gear*.

The only stage you can't go back to is the very first stage – after you take the elevator out of there you can't go back. But from there on, like the heliport in the snow, and beyond there, you can go back and forth. [For example] you can find a weapon from another stage and come back to this one.









CALLING SOLID SNAKE

CVG: *Please can you explain something about the interaction between Snake and the other characters. How important are they, and what kind of situations do they introduce?*

HK: There are about 20 characters in the game. There is a terrorist group called the Fox Hounds, these are the bad guys. Ninja is a mystery character. The other characters support Snake throughout the game.There are also people who you have to rescue – like hostages.

There are also people who give you advice through the radio – we call it the Codex. There are eight of them who give you advice through this system. These people who help through the radio could be on the West Coast of the United States, or a guy could be on a submarine by Alaska waiting outside the bay. Snake could be complaining about how cold it is in Alaska, while the other guy is soaking up the sun in his swimsuit or something.

CVG: *Further into the game, do you need to radio your team for information otherwise you miss out, or do they always provide the right information at the right time?*

HK: There are characters who will contact you, but there are times when you have to contact certain characters. For example there is a door you cannot open yourself, so you contact one of the guys and they help you open this door. You might be talking to someone over the radio and they'll give you the frequency to contact someone else – like, 'go talk to him!'. This adds to the list of people you can talk to.

In the E3 demo there are only about two characters who you can talk to – Roy Campbell, and Dr Noel. They tell you what your mission is and which buttons do what things. Later in the game people tell you more about the nature of, for example, Alaska, or teach you about certain weapons.

Characters have specific roles too. There's a girl called Mai Ling who saves the game for you. If you haven't saved the game in a long time, Mai Ling contacts you to say, "Hey, you haven't saved the game in a long time!"



Roy Campbell contacts Snake with some useful advice. His lips and eyes move too!

Snake listens in to an important message in yet another cut-scene. All this for Mai Ling telling him how to save and load his progress. How sweet.



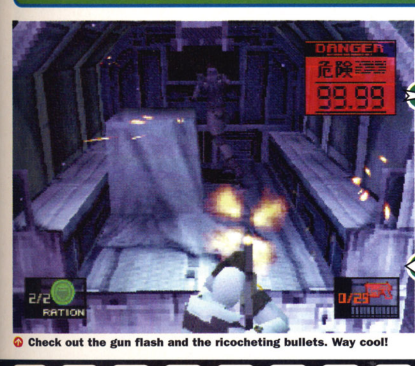
Avoiding the guards is a little easier than we thought it would be. This guard can't even see Snake standing next to him.



If you're a show-off you can deliberately alert the guards attention by tapping on the walls! The only bad thing is the guard will alert others.



Guards can get bored too. Check out this one yawning. He isn't asleep yet though, so keep alert or you'll end up dead.

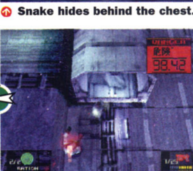


Check out the gun flash and the ricocheting bullets. Way cool!





Snake hides behind the chest.



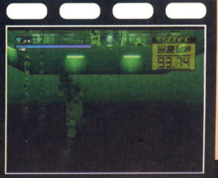




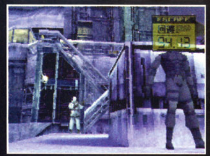


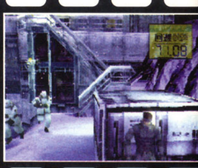


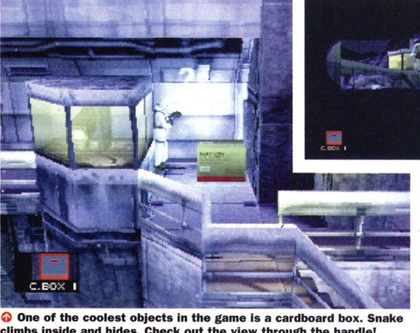




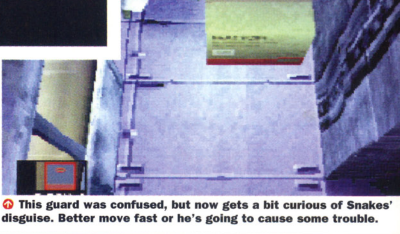
ONLY MONTHS LEFT 'TIL METAL GEAR MADNESS!





One of the coolest objects in the game is a cardboard box. Snake climbs inside and hides. Check out the view through the handle!


This guard was confused, but now gets a bit curious of Snakes' disguise. Better move fast or he's going to cause some trouble.

IT'S A BEAUTY

CVG: *Which features of the game are you most proud of?*
HK: The movies are real time polygons, not CG movies. I'm really proud of the lighting, and the zooming in – things that you usually see in the movies we've done, not with CG movies, with the capabilities of the PlayStation.

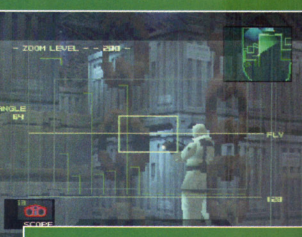
Also, if you look at other 3D games, what's far away in front of you is usually fogged. It doesn't exist until you start to approach it. We've avoided that completely. Everything in front of you can be seen. That's why the game allows you to use binoculars or a sniper rifle – that way you can see what's way over there [in the distance]. Usually when you zoom in or out in games on the PlayStation usually the movement jerks or stops. You will not see this in our game – you'll never notice jerkiness or stopping.



The goggles enable you to spy on the guards from a distance. As you adjust the zoom, the graphics move so smoothly with no pop-up whatsoever. Very impressive.



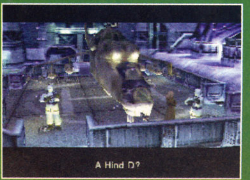
The thermal goggles come into major play later in the game.

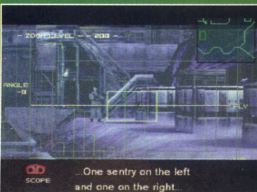


Spying on this guard isn't the only cool thing in this scene. He also yawns, but what really amazed us were the chains in the foreground. They sway around in the wind, and twirl all the time! Add the wind and dripping water surround sound effects, and you'd think you were actually there. Very, very realistic!



Snake spots the helicopter, the camera then shifts to get a better view of the action.












3D SECRETS REVEALED

CVG: *How did you manage to keep the game running so smooth, but keeping all this detail?*
HK: We used different 3D models for each viewpoint. When the camera moves to a different angle, it's not the same model.

CVG: *Have you learned any new techniques while developing Metal Gear on PlayStation which may be carried over to the sequel?*
HK: While creating this game we came up with a lot of techniques, for example we have environmental mapping. But these things which we have in our inventory appeared in other games while we were developing Metal Gear. So we won't be showing off about these things since they're not really new any more.

We have come up with a lot of things though. We put together our own tools for this game, so we don't need a programmer to create a polygon demo for example - we use our tools. Also the Dual Shock vibrations are achieved without having to keep programming anything. Anything we do from now on will be done a lot quicker thanks to these tools.

CVG: *Finally, will the original Metal Gear team be handling the European conversion to maintain the quality?*
HK: Yes. The Japanese version will be finished soon, but whatever comes afterwards is always better. So the US version and the European version will be better than the Japanese version with all the refining of code.




The same room, but two different 3D models.

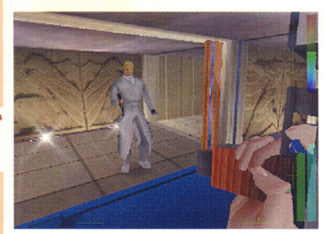




Snake crawls through a ventilation duct to the next section.

SO NEAR YOU CAN TASTE IT!

Metal Gear finally gets its Japanese release in September, and will be available in the UK as soon as all the translation work is complete. Hopefully it'll arrive just in time for Christmas!



40% COMPLETE | NINTENDO64 | 3D ACTION | BY RARE | 1999 RELEASE | 1-4 PLAYER

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE - ??MB CART

- PUBLISHED BY NINTENDO
- TEL:01703 653 377

True sequel to N64 *Goldeneye*. No Bond license, but a potential kick-ass gun game aimed at N64.

PERFECT DARK

This isn't due until September NEXT YEAR, but we sure it'll be worth the wait. *Perfect Dark* became the most wanted game on N64, even before it had a name.

You've been crying out or a *Goldeneye* sequel, well this is it. *Perfect Dark* uses the same engine as the N64 classic, and is hoped to improve on that game in every way possible. Expect to see extremely cool gadgets, awesome weaponry, and rock-solid enemies.

Everything will be presented using graphic techniques which will not have been seen before.

We don't know how, but we know that they are – remember the SFX chip on the Super NES? Anything is possible.

Until 1999, then (sigh).

Check the shiny floor, and the lighting on the walls. Er... nice sculpture, lads.

IT'S DARK...SHE'S PERFECT...

Meet Joanna Dark, a girl we reckon could teach Lara Croft a thing or seven – 00 that is. Mind you, she maybe only looks this good since the game is set in the year 2023, where you can buy the perfect body. Joanna is a Field Operative, investigating a conspiracy theory surrounding the DataDyne Corporation. Her codename for this mission is 'Perfect Dark'. Awesome or what.



Cool hand-gun, Joanna. Bet the other guy's packing something bigger though. Behind you!



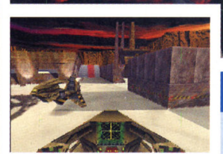
Inside DataDyne's HQ. Cool isnt it.

COSMOPOLITAN GIRL

Goldeneye takes us to some exotic parts of the world. In *Perfect Dark* we get to travel some more. So far the only locations confirmed are Chicago, a deep-sea alien wreck, a subterranean laboratory, and a secret air-base. However it seems Rare could take us any place, since Joanna is destined for time travel – through light years!



DataDyne's HQ. Funny how even the buildings are exciting in these Rare games.



You get to zip around on cool hover bikes in *Perfect Dark*.



This alien is lying on a hover-bed. Push him around, using his body as a shield!

WHAT IF...?

All speculation, but... *Perfect Dark* will be the launch game with 64DD in Europe. Maybe. Or, PD will be the first enhanced N64 cartridge. Likely. *Starwing* was the first all-polygon game on Nintendo's Super NES. All due to a specialist chip called the SFX, which was built into the cartridge. Rare say they love N64 because of its potential to expand. Well, we hear talk of Specular Highlighting, a graphical technique which allows for glints off the top of waves, or on a knife's edge. The stand-alone N64 isn't capable of this...

THE PERFECT PLAN

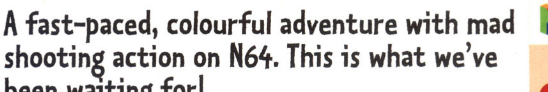
It won't be here for a-a-ages, but *Perfect Dark* is worth waiting for. Soon as Rare have more to show and tell, you'll be the first to know.











A fast-paced, colourful adventure with mad shooting action on N64. This is what we've been waiting for!

JET FORCE GEMINI

Imagine the mayhem of *Mischief Makers* only in real time 3D, spiced with explosive effects better than in *Goldeneye*. Combined with the solidity and atmosphere of the *Banjo Kazooie* worlds, *Jet Force Gemini* is sure to impress.

Not only are you going to love the great character design, but the gameplay promises to challenging and inventive. The development of great artificial intelligence has been one of the big goals with *JFG*. Every enemy should require skill to beat. A classic Nintendo game in the making.

THREE'S COMPANY

Success in *JFG* requires you to max the potential of three heroes. Juno (a guy), Vela (a gal), and Lupus (a dawg) work as a team to defeat galactic tyrant Mizar. So, while you're busy blasting everything in sight, you'll always need to consider who's best to tackle other obstacles.





Juno checks his reflection in the water. She's cute, but guaranteed that weapon is DEADLY.





Vela walks into the arms of a monster. Wonder if these bugs blow into bits when they're shot? That would be excellent!



SHHH... BRA-TA-TA-TA-TAT!!!

One thing *Goldeneye* has over any other 3D action game is intense strategy. The stealth missions are scarier than the all-out shooting areas. This popular element will also play a large part in *JFG*. It may look cute, and a wee bit daffy, but you're gonna need to be in control with *JFG*. Can't wait.



Woah! Some nice special effects here. Wonder what it is?



Another fantastic, fantasy world courtesy of your NIntendo.

CO-OPERATE... OR DIE!

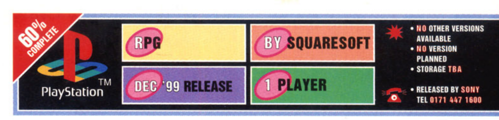
In addition to the vast one-player game, there will be a choice of co-operative or deathmatch multi-player modes in *JFG*. We have a good idea how the deathmatch thing might pan out, but the co-operative option is intriguing. Anyone reading this remember the cool *Probotector* (*Contra*) games for Nintendo? The two-player co-op missions were fantastic fun.

FORCE FEEDING

If only we could play this sooner! Again, you're gonna have to wait a long while for *Jet Force Gemini*. But we're right here, wanting and waiting to bring you more info!







Are you honestly ready to withstand such power – the next big step in audio-visual, and EMOTIONAL entertainment? It's coming.

Compare the very first PlayStation games with those being released today — Tekken and Tekken 3 for example. Imagine that kind of leap forward between *Final Fantasy VII* and its successor. The difference will be astounding.

***Final Fantasy VIII* will be even more amazing than *VII*. Bear in mind that *Final Fantasy VII* is Squaresoft's very first game for PlayStation – their first attempt with the hardware.**

***FFVIII* will make *FFVII* look almost old-fashioned in every respect.**



REVOLUTIONARY DETAIL

You cannot help but be amazed by the movie sequences in *FFVII*. Now Squaresoft have worked to include the same level of detail between the movies, and the game itself. To this end, all characters appear much larger on screen, and are finely detailed. Instead of using stylised polygon models for the exploration scenes, your party will appear much more lifelike.

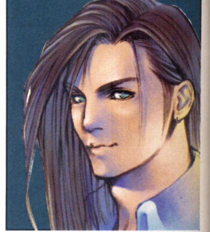




Just like in *Final Fantasy VII*, the scenes appear to be static. Only the characters move in real time.

GREAT NEW CHARACTERS

This is not a continuation of the *FFVII* story. Number eight focuses on the lives of two new characters: Squall Lionheart, a 17 year-old lad, and a girl named Laguna Lorie, aged 27. From what we can tell Squall is English, and there will be large sections of the game which centre around present day UK.



FIRST GAMEPLAY HINTS

Squall and Laguna have seperate quests that, at some stage, will affect the other. This is similar to Squaresoft's popular (in Japan) *Romancing SaGa* series. In the *SaGa* games, players choose one of several characters. They inhabit the same world, but have different goals. Occasionally they might team up with the others.

The coolest aspect of the *SaGa* system is that you only see the grand finale by completing the game with all the characters. This ensures that players experience every aspect of the game from different perspectives.

BATTLE SYSTEM BOOM

Since *Final Fantasy VII*, Squaresoft have been developing their trademark ATB (Active Time Battle) combat system. In their Cinematic RPG, *Parasite Eve*, it is possible for the heroine, Aya, to move around while fighting. Aya can move behind to evade attacks, or strike vulnerable areas in this way.. Distance also affects the power of attacks, so the question of risk versus speed enters the equation. So, expect the most advanced battle system.



CVG JOINS THE PARTY

DO NOT waste your time, and money, reading shallow features elsewhere. CVG is the only magazine with the depth of experience to bring you the best *Final Fantasy VIII* coverage. Until next issue...

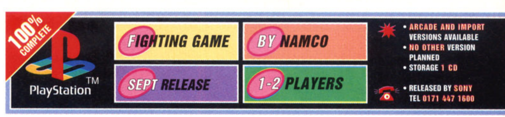




POLICE REPORT
Accident Report / RTA-1156
Date: 23rd January 1998
Time: 16.28 hrs
Injuries: None
Driver's Statement:
"I was just trying a hard right, like turn 12 of the Swedish stage in V-Rally. My car never does that".
GMP/RTA/R11-675
NOW ONLY £29.99! RRP
60 tracks (mud, slush and gravel come as standard).
11 seriously-tweaked official rally cars.
Unpredictable weather conditions and pretty evil driving terrain.
Split-screen means you can humiliate your mates from the comfort of your own armchair.
A totally realistic driving experience.
Official PlayStation Magazine 9/10
PlayStation Plus 94%
PlayStation
ocean
V-RALLY
HEART RACING ACTION
"The "" logo and "PlayStation" are trademarks of Sony Computer Entertainment Inc. © INFOGRAMES 1998. Ocean is a registered trademark.







Our extensive *Tekken 3* coverage continues. This month we go check out five more challengers for the King of the Iron Fist title.

Our mission is to bring you the best *Tekken 3* coverage anywhere in the country. Having busted five characters open last month we now delve deeper into the The Iron Fist tournament, with another bunch of fighters competing to become champion.

It's incredible that, even with all this information, we have barely scratched the surface of this awesome game.

We're giving you the basic material you need. The rest will be down to you and your skills!



MULTIPLE THROW COMBOS

You require a good memory and quick reflexes to execute King and Nina's multiple throw combos. It's possible to drain almost an entire energy bar with these moves, as King's six-hit bone-crunching combo demonstrates. Nina's doesn't involve many hits, but her variations of arm-snaps and leg-breakers still do the business. The basic rules for success are as follows:

1. The first throw is a standard D-Pad movement and button presses. This must connect in order for the rest to fall into place.
2. From there, the remaining throws are all combinations of button presses.
3. The button combinations for the second throw must be completed before the first throw has finished. Leave it too late and the combo stops.
4. The good news is that throw combos can be broken out of. To escape, start by pressing LP+RP. Then you need to work clockwise around the buttons. For example, after LP+RP, press RP+RK, then LK+RK, then LK+LP. Keep working around like that and you should break out.



The Muscle Buster is the hardest to pull off in this combo, but does the most damage.







Nina performs her Arm Breaker combo so quickly, the buttons presses become continuous.

ATTACK REVERSALS

Blocking isn't the only defence you have in *Tekken 3*. Most fighters can reverse an attack – but you can only do this if you can anticipate your opponent's next move. The result is that your rival will suffer a painful throw instead of launching a powerful attack, leaving them embarrassed and intimidated. Ling Xiaoyu, Gun Jack, Kuma, and Heihachi cannot reverse moves, though they have useful alternative techniques.



Press away plus LP+LK to reverse left punches or kicks, and RP+RK for right punches or kicks.

REVERSAL REVERSALS (AKA 'CHICKEN!')

Experienced players can escape Attack Reversals by tagging an Attack Reversal Reversal onto moves. If you're using a left punch or kick, press toward and LP+LK straight after. Choose RP+RK for right punches or kicks. It's worth remembering though that King's and Law's reversals can't be Chickened at all.



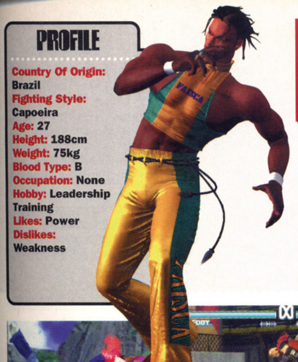
When you successfully reverse an Attack Reversal, the announcer shouts 'Chicken!'

NEXT UP: TEKKEN 3 WINNING TECHNIQUES. PLUS: JULIA CHANG, DR BOSKONOVITCH, HEIHACHI MISHIMA, BRYAN FURY, GON, MOKUJIN, OGRE, TRUE OGRE, KUMA, ANNA WILLIAMS, AND GUN JACK



EDDY GORDO

AVENGER



PROFILE

Country Of Origin: Brazil
Fighting Style: Capoeira
Age: 27
Height: 188cm
Weight: 75kg
Blood Type: B
Occupation: None
Hobby: Leadership Training
Likes: Power
Dislikes: Weakness

Eddy was fortunate enough to be born into one of the wealthiest families in Brazil. Even so, he worked hard and treated everyone as his equal, which made him popular. One day he discovered his father had been shot. His father's dying words were that Eddy should admit to the crime, because it wasn't safe to be on the streets any more. Imprisoned for a murder he didn't commit, Eddy learned the fighting art of Capoeira from another inmate. Eight years on, he is ready for revenge!

Tiger is a funky secret alternative to Eddy. You get Tiger by finishing the game with all the characters.



FIGHTING AS EDDY

Eddy is one of the easiest characters to use, as some of his combos can emerge from novice players frantically bashing the buttons. The vast majority of Eddy's moves are kick orientated – at least the best ones are – so look out for any mistakes by the opponent and hit them with some 'breakdance' specials. Maintaining constant pressure is Eddy's best strategy to win.

BEST DEFENCE

Eddy has a good variety of low- and mid-level kicks that can be alternated between very quickly. The Samba to Handstand position is an easy beginner's combo. This becomes a very potent weapon if you link it into a Slippery Kick. The flailing legs from the Satellite Moon confuse inexperienced opponents.







(Bottom-left to top) The range Eddy has from his Slippery Kick can catch many people off guard. Law takes a chin-full of his unblockable move, the Fruitpicker. The Samba Kick alternates between high and low attacks.

BEST OFFENSE

Eddy has a good Stun Combo, which can evade enemy attacks and leave them vulnerable to a few hits. The Handstand (forward+ LK+RP) into Front Stinger (down + LK+RK) is another cool move which sends enemies skywards, giving you a chance to regain the upper hand and smack them on the way down.







(Bottom-left to top) The low sweep staggers enemies giving you the chance to attack with more powerful moves. The Fruitpicker again, this time Lei is on the receiving end. And the Front Stinger sends Paul into the heavens.

10 HIT COMBO

It's easy to put mini-combos together for Eddy, so you probably won't use his 10-Hit Strings much. However, for the sake of showing off, check out Eddy's awesome array of leg kicks.



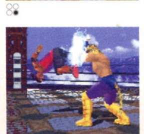


















FROM RICHES TO RAGS...

HWOARANG

BLOOD TALON

As a student of Baek Doo San, Hwoarang trained to become an immensely strong fighter in the art of Tae Kwon Do. Unfortunately he used his power to fight for money, and not revealing his true strength. When the Mishima Financial Empire rolled into town, Hwoarang persuaded Jin to fight him. His perfect record was tarnished by only getting a draw, and he vowed to get revenge. Furthermore, the God of Fighting claimed Baek as one of his victims. Now Hwoarang is hell-bent on getting revenge for his master's death.

PROFILE

Country Of Origin: Korea
Fighting Style: Tae Kwon Do
Age: 19
Height: 181cm
Weight: 68kg
Blood Type: O
Occupation: Street Punk
Hobby: Sailing
Likes: Rock and Roll, Street Fighting
Dislikes: Weakness, Mishima Style Fighting Karate, Jin Kazama

FIGHTING AS HWOARANG

Hwoarang is another character whose attacks are almost completely kick based. Having said that, there are lots of throws you can pull off thanks to Hwoarang's speed in the Flamingo stance. The Dead-End and Bring It On are two cool moves that require you to be on either the left or right side of the enemy.







Hwoarang's unblockable move, the Dynamite Heel, comes crashing down on Jin's crainium.

BEST DEFENCE

The Right Flamingo acts as a good dummy for you, as the fake first kick can be chained together with variety of other moves, like the Snap Spin Kick. You can trick people into countering an 'invisible' move, leaving them wide open. The Torpedo Kick leaves the enemy with their back turned.







(Bottom-left to Top) The Torpedo Kick spins the opponent around if it connects. The Dead-End throw snaps the arm first, then the neck of the unfortunate victim. In this case Law and Paul feel the force.

BEST OFFENSE

Sky Rocket is one Hwoarang's best offensive moves. Having launched the opponent into the air, charge up the Dynamite Heel for ultimate damage in just two hits. And the classic three hit combo that was trademark of Baek, the Hunting Hawk, is always good for a quick and impressive barrage.







(Bottom-Left to Top) Gon may be small, but even he cannot avoid Hwoarang's powerful low kicks. Lei is used as a Human Cannonball for this throw. And lastly, the Sky Rocket in action.

10 HIT COMBO

Hwoarang's 10-Hit Combos are difficult to get out of unless you're adept at Reversals – these kicks come thick and fast. The finishing double-kick ends both of his 10-Hitters in style.



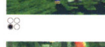


















KILLING TWO BIRDS WITH ONE STONE

NINA WILLIAMS



SILENT ASSASSIN

PROFILE

Country Of Origin: Ireland
Fighting Style: Assassination techniques based on Bone Martial Arts and Akido
Age: 22
Height: 161cm
Weight: 49kg
Blood Type: A
Occupation: To assassinate Jin Kazama (under the control of the God of Fighting)
Hobby: Retracing faint memories
Likes: Doesn't remember

She entered the previous tournament with the sole intention of assassinating Kazuya. After an argument with her sister Anna, however, she was unable to carry out this task. Both sisters were captured, then used as 'lab rats' in Boskonovitch's Cold Sleep No. 2 experiment. Fifteen years on, and the exhuming of the God of Fighting by Heihachi's Tekken Force awoke Nina from her slumber. Under the control of the God of Fighting, Nina's new target is Jin Kazama.





The Bad Habit move sees a well placed stiletto whack Paul in the family jewels. This move has no effect on women though.

FIGHTING AS NINA

Nina is one of the quickest characters in the game, which makes it very easy for her to string special moves together. The Geyser Cannon is perfect for starting simple three- to four-hit Juggle combos, and her Shut Up move is also a good indication of your intentions! Use Twisted Mind to stomp on downed opponents.

BEST DEFENCE

The Evil Mist is a strange move, but stuns any opponent if it connects so that is a useful tactic for gaining a few valuable seconds. Obviously, her counters must be mastered too, but the Twisted Mind is a cool rub-it-in style move you can use on downed opponents.





(Bottom-Left to Top) Gobbing mist at Brian is an unpleasent move Nina has up her sleeve. She digs her stiletto heel into the body Heihachi and one of her parry moves is in action.

BEST OFFENSE

Nina's throw combos are probably her best offensive weapon. There are well over 10 variations of throws, the simplest being the Over the Back Toss into Shoulder Throw Arm Breaker. Her three-hit Betrayer into Twisted Nightmare into Leg Stretch Arm Lock is more difficult.







(Bottom-Left to Top) Nina attempts to remove Jin's arms using the Betrayer throw. Gon is scuppered by the Blond Bomb and Jin gets caught again in one of Nina's throws, this time the Back Toss.

10 HIT COMBO

Nina has three 10-Hit Combos, all of which are pretty similar. However they require split-second timing. Between the eighth and ninth hits are the most common place for mucking up, just so you know.

















KING

ANGER OF THE BEAST

King the 2nd was raised in King's orphanage. By the time he was 24, he had witnessed the death of his mentor. Donning the mask, he took over the reigns as King's successor. Initially, King the 2nd wasn't up to the challenge, so Armor King became his master. Over the course of four years, Armor King fine-tuned him into one of the best wrestlers around. After this time, Armor King felt his student was ready to learn about the God of Fighting and King's death.

PROFILE

Country Of Origin: Mexico
Fighting Style: Wrestling
Age: 28
Height: 200cm
Weight: 90kg
Blood Type: A
Occupation: A Professional Wrestler, Orphange Manager
Hobby: Pleasing Children
Likes: Drinking beer in victory with Armor King
Dislikes: Tears of Children

FIGHTING AS KING

Because of King's Wrestling style, throws are always going to play a part. He also has some high-powered, one-off moves like the Jaguar Lariat, and the Deadly Boomerang. Both do over 50 damage points! But it's the chain throws that really do the business. Six consecutive moves from Reverse Arm Slam to Muscle Buster is our favourite!





King has over 20 different throw holds, many of which can be linked together. Here, Eddy has just witnessed a German Suplex.

BEST DEFENCE

King's speed is probably his weakest point, so you have to bear this in mind. Avoiding moves is tough, so use both of his counters whenever applicable. The Reverse Arm slam can also be used defensively, because King ducks into opponents before he grabs for the throw.







(Bottom-Left to Top) The Deadly Boomerang is extremely powerful. The sidestep you need to make it work can confuse people. Panda gets suplexed and Mokujin is about to have his back broken.

BEST OFFENSE

Carrying on the punishment while they're down is a cool offensive strategy. If an enemy is slow getting up, there are a number of floor-based throws you can execute. The Boston Crab is good for a quick back snap, and the Figure Four Leg Lock looks good too!







(Bottom-Left to Top) Head first into the floor is the finished result of a piledriver. An Exploder kick will stagger fighters even if they block it. And the Giant Swing drains half the energy bar every time!

10 HIT COMBO

The best 10-Hitter King has is the one that finishes with a Power Bomb. Make sure you hit both punch buttons once the ninth hit has connected, and the Bomb will kick in. It's a good end to this combo.























LEI WULONG

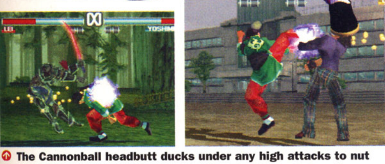
SUPER COP

PROFILE

Country Of Origin: China
Fighting Style: Five style Chinese Arts
Age: 45
Height: 175cm
Weight: 65kg
Blood Type: A
Occupation: Police Officer
Hobby: Movies, naps
Likes: Sony products (he appeared in Sony commercials)
Dislikes: Crime, Villains

Despite almost losing to Bruce Irvine in *Tekken 2*, Lei still emerged as a victor. When he heard that Bruce's aeroplane crashed, and that Bruce himself was reported dead, he became suspicious. Investigations led Wulong to believe the incident was a fake and Bruce could still be alive. Nineteen years on and, while Lei was investigating the disappearance of prominent martial artists, Heihachi visited him and asked him to fight in the Tournament.





The Cannonball headbutt ducks under any high attacks to nut people in the stomach. The Reverse Double Slicer shakes Jin.



FIGHTING AS LEI

Playing Dead is the key to success with Lei. The range of moves he has available while he is facing away from opponents, or lying on the ground, mean that he is always dangerous. Lei's unblockable move (Phoenix Strike) works really well if you stun the enemy with the Double Foot Stomp first, so you can charge it up.

BEST DEFENCE

Lei has one really good move for luring people close to you. Play Dead will fool opponents into attacking you while your down, at which point you should unleash the Leaping Double Slicer for an easy double hit. The Drunken Master is a bizarre dance but you can sneak in the odd punch from it.







(Bottom-Left to Top) Julia is a face full of boot, Lei style. The Kiss my Fist punch is the break out move from the Drunken Master. And the sweep kick is the first hit of the Leaping Double Slicer.

BEST OFFENSE

The Razor Rush combo is a barrage of punches followed by a couple of rising kicks for a surprise added hit. Turning your back on opponents can also work to your advantage. The Flit Flip Flop is a triple back flip move that is virtually certain to connect with at least one hit.







The final part of the four hit Lift Up Cannon combo boots your opponent into the air. The elbow throw delivers a nasty blow to the mid-section. Finally, Mokujin is battered by the Pheonix Illusion.

10 HIT COMBO

Lei has a disadvantage of being quite slow when chaining together moves. As a result, his 10-Hitters can be broken out of quite easily. Should the first few hits connect, however, Lei usually gets to finish the string.













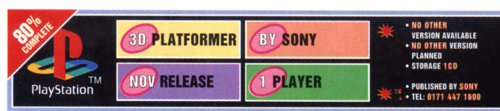












A 'darling' dragon! Pretty music! It seems all too terrible. But Sony aim to make this combo bigger than *Tekken 3*!

SPYRO THE DRAGON

***Spyro* is the cutest character ever to appear on PlayStation. Yep, this is a game for little kids and big kids alike. Young people will love the graphic style and inquisitive gameplay in *Spyro*. Older guys will appreciate the technical stuff like a huge depth of field, and the fact that it seems Spyro can go anywhere. Free-roaming 3D games previously only looked this good in *Mario 64*. With ingenious design featured in 36 levels, involving puzzles, and a movie-quality musical score, November can't come soon enough.**

DRAGON DOINGS

Spyro scampers energetically around. He's a great character to control.

Naturally he gets to breathe fire, toasting his enemies or scorching wooden chests. Since his wings aren't so big he cannot fly so high or for so long. Instead, players use Spyro's ability to glide, which helps gain distance over jumps.

Other abilities include rolling over to avoid attacks, and dashing forward to break open some obstacles.



Flames shooting out of *Spyro*'s nostrils look really cool. Spyro makes a great flame-thrower noise too.



Spyro's under-developed wings allow him to glide short distances. You can steer him as he goes.



Crash into wooden chests to smash them open. Inside, there's food or treasure – good for small dragons.

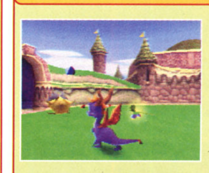
GO ANYWHERE DO ANYTHING

We're getting used to closed environments in 3D games. Getting used to the claustrophobia almost without thinking. It isn't until you get Spyro to fly over the castle wall that you think, "Wow – I really can go anywhere!"

It's this freedom which makes *Spyro* so appealing. Just like in *Mario*, or *Gex*, you're not forced to attack enemies, but it's fun to try. Since Spyro's world is so detailed and interesting, you feel like trying everything out – just for fun.

***Spyro* uses the Dual Shock analogue controller. The feel is much better than other PS 3D games.**

OVERWHELMING GRAPHICS



You may hate its cute looks, but you won't deny that *Spyro* looks very slick. It's no wonder that this is one of the main features Sony wish to impress on players. It's like an N64 game, without the smudging, plus finer detail. Well, we never did underestimate the power of PlayStation here, but even so this is surprising.

Spyro's ability to move anywhere can take you by surprise.



WOAH, DRAGON!

After *Tekken 3*, and *Street Fighter Vs X-Men* this autumn, you may be glad to get your hands on a friendly sort of game. Especially this one. More detail soon – unless we get protest marches.



CAPCOM

FIGHTING GAMES FOREVER!

After *Resident Evil 2*, Capcom return to what we expect from the kings of fighting games – more fighting games!

There were a couple of cool Dreamcast announcements at E3 from Capcom: *Resident Evil FOUR* (number three is confirmed for PlayStation), and a series of mini RPGs which will be released one a month. With a great set of characters, and an involving storyline, this RPG idea could become bigger than... *Eastenders*. No details on either of the *Resident Evil* games yet, unfortunately.

Now onto the only fighting games worth thinking about, outside of *Tekken 3*... oh, and the all-new *Mega Man*.

Darkstalkers 3

● FIGHTING GAME ● BY CAPCOM ● 1-2 PLAYER ● PLAYSTATION

The Saturn version of *Darkstalkers 3* (aka *Vampire Savior)* is immense. Hopefully this PlayStation version will perform well enough to represent even half of the game's quality. *Darkstalkers 3* features supernatural characters with associated out-of-this-world special attacks. Gameplay is more ingenious and intense than any *Street Fighter* game – which we really appreciate. You should be interested in this.





Rival Schools: United by Fate



● FIGHTING GAME ● BY ARIKA
● 1-2 PLAYER ● PLAYSTATION

Same as the arcade version, plus extras. The fighters are teachers, and school kids wearing outrageous costumes. Select two fighters from the same school. During a fight you can call up your mate to gang up on the opponent for a Burning Vigor Attack. The effect of the Burning Vigor Attack is determined by the characters you choose. It's original, though maybe not so cool as Arika's *SF EX* games.

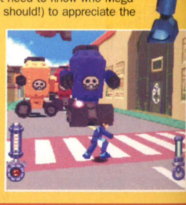




Mega Man Legends

● 3D ADVENTURE ● BY CAPCOM
● 1 PLAYER ● PLAYSTATION

Don't be put off by the cute graphic style. This is a great action game with lots of noisy shoot-'em-up action. You don't need to know who Mega Man is (though you should!) to appreciate the mix of action and problem-solving in *Legends*. The great features of any *Mega Man* game are the weapon upgrades, and inventive Bosses. If you love *Tomb Raider* (the game, not Lara!) *Legends* should be on your list.



Plasma Sword: Nightmare of Bilstein

● FIGHTING GAME ● BY CAPCOM
● 1-2 PLAYER ● ARCADE

Should make for a spectacular PlayStation game. Plasma Combos are updated. The Plasma Revenge, a shield, is now impervious to damage from all sides, and is accompanied by Plasma Reflect – a shield which stuns opponents on contact. Better than that is the Plasma Field – an energy barrier which zaps opponents into a warp zone where your moves are powered to the max for wicked combos!





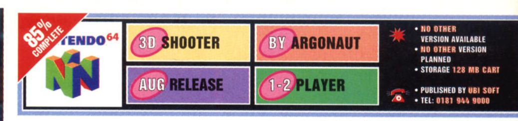
YOU KNOW WHAT

Expect CVG to bring you the best coverage of all Capcom's games seen here. Updates as soon as the release dates are sorted – toward the end of the year.



IN CASE OF EMERGENCY
BREAK GLASS
OFF ON
POWER
GAME BOY pocket
Nintendo
B
A
SELECT START
Nintendo
GAME BOY





Argonaut are one of the 'dream team' of developers for Dreamcast. But that is the last thing on their minds, as they gear up their first N64 title for a big release.

BUCK BUMBLE

As the next wave of N64 titles near completion, questions are being asked about the machine's future. *Banjo Kazooie* will go some way to restoring some faith in the console and, hopefully, games like *Buck Bumble* will confirm that N64 owners made the right choice. First impressions of this game are that it's a pretty kiddy affair. After all, taking control of a bumble bee isn't exactly a mature gamer's choice of role play. But the overall game isn't like that. The version we saw – still far from completion – was a shooting game with lots of on-screen action. All sorts of insect enemies are available for you to shoot, ranging from groups of wasps patrolling the airwaves to ground-based beetles. Nintendo themselves are regarding this as one of their biggest titles this year, so there is a lot of potential with *Buck*.

TWO'S COMPANY

Something that had only just been added to the version of *Buck* we went to see was a split-screen two-player mode. It's basically a one-on-one deathmatch style game, where your sole aim is to hunt down the other bee and blast them into the middle of next week. You have a choice of all of the weapons from the main game, which have to be collected first though. There are places to hide, like broken plant pots and car tyres(!) if you fancy trying an ambush too.





If Buck lands on the floor of a level, you can get a better aim on some of the more mobile targets. But you're perfect fodder for the ground based insects.







The guns in the top left corner can be cycled through at any time.

SPEED FREAKS

Considering the nature of this game, you'll be surprised to know that the bulk of the soundtrack is in fact a speed garage style affair. The programmers also hired an MC to come in and provide some lyrics, and the impressive in house recording system has been put to the test with the trademark basslines to make your ears bleed. It's an unusual stance to take and it remains to be seen if it'll fit in with the rest of the game.





DO YOU FEEL BUCKY?

A lot is being promised of this title, and with an end of summer release scheduled, we should hopefully have a finished copy to review next month.



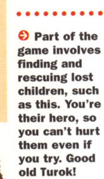
NINTENDO64 | CORRIDOR GAME | BY IGUANA | SEPT RELEASE | 1-4 PLAYERS | 70% COMPLETE

- N64 PREDECESSOR AVAILABLE
- PC VERSION PLANNED
- STORAGE 128MB
- RELEASED BY ACCLAIM TEL 0171 344 5000

The world needs saving again, and it's all down to a modest Indian and his little collection of hardcore weaponry...

Turok 2

After defeating the evil Campaigner at the end of the first game, Turok threw the powerful Chronoscepter into a massive volcano so that its immense power could never be used again. What he didn't know was that the Chronoscepter itself was made from pieces of an ancient spacecraft which brought an enormous evil alien to earth billions of years ago. The destruction of the Chronoscepter woke this being, The Primagen, from a deep sleep and it now wants to escape from the cosmic energy prison in which it's held. As Joshua Fireseed, the latest Turok, you must wipe the Primagen's minions from the face of the earth, protect the seven energy totems which hold the prison in place, find the keys needed to enter it, then destroy The Primagen once and for all. Not easy, even for Turok!



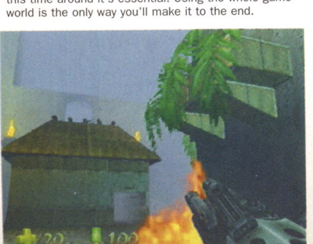


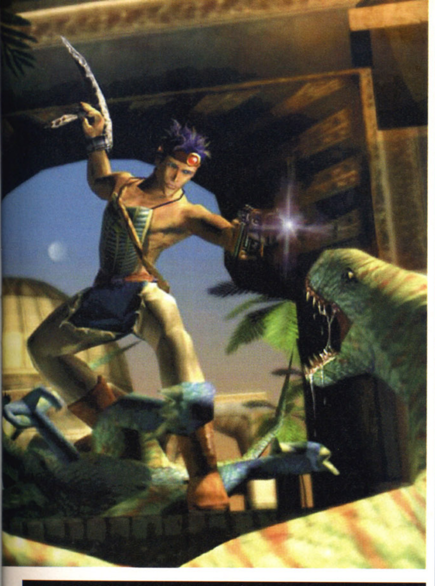
Part of the game involves finding and rescuing lost children, such as this. You're their hero, so you can't hurt them even if you try. Good old Turok!

THE SEEDS ARE SOWN

You'll need to work through eight levels in order to reach The Primagen's prison, searching for energy totems and keys on the way. As with last year's *Turok: Dinosaur Hunter* these levels are enormous (they're now even bigger than before!) and it's possible to go backwards and forwards through the game as and when you want. In the first game there wasn't any reason for doing this, other than searching for hidden sections or bits of health you may have missed, but this time around it's essential. Using the whole game world is the only way you'll make it to the end.

***Turok 2*'s enemy models have realistic stretching skin textures so they look fantastic!**





BEHOLD THE TEMPLE OF LIGHT!

The developers of *Turok 2*, Iguana Entertainment, have created a new game engine which enables them to make the game look more realistic than anything else of its kind on the Nintendo 64. The biggest advance is in lighting – all throughout the game real-time coloured light falls on scenery and creatures, casting shadows as it does. This makes the game look much more moody, and also adds to the gameplay. For example, if you're stuck in a pitch black room and you hear enemies it's possible to shoot a glowing green flare onto the ceiling and light the room for a minute or so. Otherwise you should search around for a torch or fire one of your weapons and use the flash it gives off to light the area.



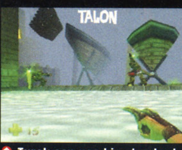




LOCK 'N LOAD

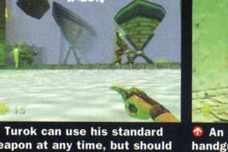
Turok 2's selection of weapons is enormous – the final game will feature around 20 implements of death for you to use. As with the rest of the game, the weapons all look brilliant and fire off some spectacular special effects. Here are a few of our favourites:

TALON







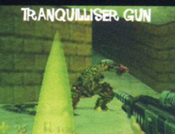


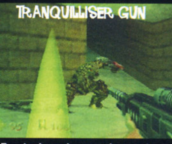
Turok can use his standard weapon at any time, but should be used as a last resort only.

MAGNUM PISTOL

An extremely useful rapid-fire handgun which can take down groups of enemies in seconds.

TRANQUILLISER GUN





Try to knock enemies out when they stand on touchplates to keep certain doors open.

CHARGE DART RIFLE



Fires electric shocks which will stun your enemy for a few seconds. Keep firing to kill 'em!

SHREDDER



Fires a spray of blue lasers which bounce off walls, floors and ceilings. Very powerful.

PFM LAYER



Drops mines which, when triggered fire out streams of green energy, killing everything!

FLAMETHROWER



Fires a long stream of flame which sets fire to enemies, making them run around screaming. They even spread the fire around!





SHADOW MASTERS

Turok 2 is one of the first 3D action games to feature real-time 3D shadows for enemies. Normally they don't cast any kind of shadow, or occasionally have a fake one which follows them around on the floor, but in *Turok 2* shadows can be very useful. There are times where you'll see an enemy's silhouette on a wall or the floor before you see the monster itself, and it also makes the game look a lot more solid. Even the coloured light made by your weapon creates shadows, so it's particularly impressive to fire at creatures in dark rooms – enemy shapes jump around the floor and walls in a very convincing way.







See the big shadow of the enemy going up the wall? He's hiding on the ledge.



The flamethrower gives off an orange glow which makes shadows move around.

SLIMY MOVERS

Turok: Dinosaur Hunter's enemies are particularly well animated, but *Turok 2*'s are even better! As well as running and attacking smoothly, they also take hits realistically. Also, some of the death sequences are even longer than in the first game, with injured creatures rolling around for ages before finally kicking the bucket. Dead bodies even jump around if you shoot them!



COWBOYS AND INDIANS





One particularly exciting new feature of *Turok 2* is the multiplayer mode. Up to four people can play at once (16 on the PC version!), either working through the adventure together or trying to kill one another in death-match mode. There are two ways to kill your friends – Bloodlust or Frag Tag. Bloodlust is your standard seek and destroy deathmatch (though it can be played in teams), while Frag Tag is an all-new mode. One player is "it" and has to reach a set checkpoint without being killed by the other players. The thing is, whoever is "it" is unarmed and runs around like a girl, screaming as they go! There are also going to be plenty of different characters for you to choose from, each with their own speed and skill ratings to balance games out.

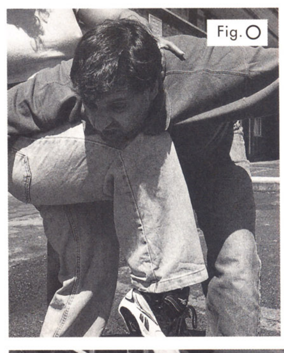
TUROK ROCKS!

Iguana are going to be working on *Turok 2* for a few more months yet, so we'll be updating you on its development in a forthcoming issue. So far it's looking great, and once it's finished it should be one of the Nintendo 64's biggest games of the year.



LEARN TO FIGHT THE 'DEAD OR ALIVE' WAY!











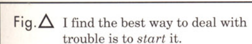


Fig. △ I find the best way to deal with trouble is to *start* it.

Fig. ○ This is one of my favourites, I call it the *Short Range Lariat*.

Fig. ✕ A swift pivot kick into the danger area and—*voilà!*

Fig. □ *Observe.* One brained baddie spilled out on a tarmac grave.



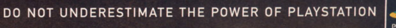
TECMO

DEAD OR ALIVE™

COMPATIBLE DUAL SHOCK™



www.playstation-europe.com



PlayStation

CHECKPOINT

This month's events and software releases at a glance. **July — August**

IN ASSOCIATION WITH electronics boutique

The months after E3 are always pretty quiet. But nevertheless, you can please yourself with another of our money-off vouchers at Electronics Boutique! Cool.

What can the existing machines come up with to convince you to part with your cash while you wait for Dreamcast? Well, Sega's new wonder machine isn't out until Christmas 1999, so it's a fair bet that Sony and Nintendo won't be hitting the panic button just yet. With *Tekken 3* due in September, and *Zelda* getting a confirmed UK release before Christmas, the immediate future is very bright.



ECTS

September
Earls Court Olympia
The European Computer Trade Show gives Britain a chance to see virtually finished conversions of all the big releases before they hit our shops in time for Christmas.

It's a fair bet that finished PAL *Tekken 3* will be at the show, as should the long-awaited *Zelda*. Maybe *F-Zero X* will also manage to sneak an appearance.

On the PC side, what's to say that *Quake Arena* or *Diakatana* will be there? Could be the best show in a long while.

July 10

Colin McRae Rally

July 31

Banjo Kazooie

August

Breath of Fire 3

August

Mission Impossible

JULY-AUGUST SOFTWARE RELEASES AT A GLANCE IN ASSOCIATION WITH electronics boutique

KEY: RED It's hot, so buy it! BLUE It's cold, so stay home.

GAME NAME	FORMAT
10th July 1998	
Armored Core (Sony)	PlayStation
Bomberman (Sony)	PlayStation
Circuit Breakers (Mindscape)	PlayStation
Colin McRae Rally (Codemasters)	PlayStation
Wreckin Crew (Telstar)	PC CD-ROM
Dead or Alive (Sony)	PlayStation
Heart of Darkness (Infogrames)	PlayStation
Heart of Darkness (Infogrames)	PC CD-ROM
Kula World (Sony)	PlayStation
Hardball 6 (EA)	PC CD-ROM
Leisure Suit Larry Casino (Cendant)	PC CD-ROM
17th July	
Blasto (Sony)	PlayStation
Pet in TV (Sony)	PlayStation
X-Files: The Game (EA)	PC CD-ROM
Sentinel Returns (Psygnosis)	PC CD-ROM
19th July	
Nightmare Creatures (Activision)	PC CD-ROM
24th July	
Tombi (Sony)	PlayStation
War Games (EA)	PlayStation/ PC CD-ROM
31st July	
Ghost in the Shell (Sony)	PlayStation
Banjo Kazooie (THE Games)	Nintendo 64
Premier Manager '98 (Gremlin)	PlayStation
Dominion Storm (Eidos)	PC CD-ROM
Racing Power (Cendant)	PC CD-ROM
July (no set release)	
Biofreaks (GT Interactive)	PlayStation/Nintendo 64
Buggy (Gremlin)	PlayStation/ PC CD-ROM
Air Boarders (E.D. Games)	Nintendo 64
Medievil (Sony)	PlayStation
Actua Tennis (Gremlin)	PC CD-ROM
N20 (Gremlin)	PlayStation
All Star Baseball '99 (Acclaim)	Nintendo 64
Other Life: Azure Dreams (Konami)	PlayStation

GAME NAME	FORMAT
V2000 (Grolier)	PlayStation
Formula 1 (THE Games)	Nintendo 64
Civilization 2: Multiplayer (Microprose)	PC CD-ROM
Hardwar (Gremlin)	PC CD-ROM
Premier Manager '99 (Gremlin)	PC CD-ROM
Strike Zone (GT Interactive)	Nintendo 64
Wild Arms (Sony)	PlayStation
Quake 2: Mission Master (Ubi Soft)	PC CD-ROM
WWF: Warzone (Acclaim)	PlayStation/Nintendo 64
Strike Zone (GT Interactive)	PC CD-ROM
1st August	
Sole Survivor (Virgin)	PC CD-ROM
Subspace (Virgin)	PC CD-ROM
21st August	
F22 Total Air War (Ocean)	PC CD-ROM
Sierra Golf 2.0 (Cendant)	PC CD-ROM
Starcraft Expansion Pack (Cendant)	PC CD-ROM
V-Rally (Infogrames)	PC CD-ROM
28th August	
Mission Impossible (Infogrames)	Nintendo 64
Aironauts (Ocean)	PC CD-ROM
Alien Intelligence (Interplay)	PC CD-ROM
Tiger Woods '99 (EA)	PC CD-ROM
Wetrix (Ocean)	PC CD-ROM
August (no set release)	
Breath of Fire 3 (Infogrames)	PlayStation
Duke Nukem: Time to Kill (GT Interactive)	PlayStation
Virtual Pool 2: Add On (Interplay)	PC CD-ROM
Action Bomberman (THE Games)	Nintendo 64
Brian Lara Cricket (Codemasters)	PC CD-ROM
Colin McRae Rally (Codemasters)	PC CD-ROM
Cruis'n World (THE Games)	Nintendo 64
Shadow Gunner (Ubi Soft)	PlayStation
Iggy's Wrecking Balls Acclaim	Nintendo 64
Quake 2: Mission Pack (Activision)	PC CD-ROM
Soccer Manager (Europress)	PC CD-ROM
NFL Quaterback Club '99 (Acclaim)	Nintendo 64

WINNERS! WINNERS!

GRAN TURISMO

Clapped out old bangers, stylish motors and general dream cars were the order of the day. And these are the three lucky winners who scoop themselves a copy of Sony's awesome racer. **Chris Banks** and his "she's a beauty" pic, **Luke Shaw** and his classy Sierra estate and last but no means least, **Ming-Ho Wan from Lytham St Annes** and his yellow Turbo Turdo. Excellent.







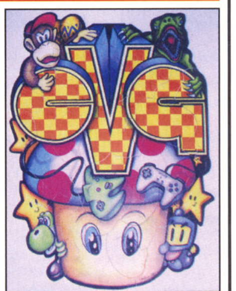
SHINING FORCE 3

A simple compo this one, as all you had to do was name the first ever *Shining* game, but the amount of you that said *Shining Force* was the first was quite staggering. We had to pick out about 10 envelopes before we managed to get three winners. And those lucky chaps who guessed that *Shining in the Darkness* was the first game are **Robert McVie from Fife**, **Robert Gamble of Melton Mowbray** and **Neil Thompson from Hull**. Congratulations fellas.

WETRIX

Make a puzzle was the simple task for this one, and the these three winners can all rejoice in the knowledge that they'll be getting a copy of *Wetrix* in the post any day now. The awesome CVG/Nintendo collaboration you see (far right) is by **Rob Pierce from Wiltshire**. The Hunter and his chopped leg effort was sent in by **Shaun Warmer from Tipton** and the final entry was from the mysterious **Max of Bristol**. Well done all, the puzzles were dead cool.







WIN! WIN! **WIN WITH electronics boutique** WIN! WIN!

WWF: WARZONE

The latest *WWF* game to come out of Acclaim HQ looks to be the most promising. We have yet to see the finished version, but judging by the amount of calls and letters we take about it, it'll be a popular one. So, to stand a chance of winning a copy, we want you to invent and new wrestler. Then dress up like him or her and take a photo. Easy! Funniest entries can then have all the fun of the *WWF* on their PlayStation. DOUBLE AXE HANDLE THIS FOOLS is the address you send the pics too.

BANJO KAZOOIE

The latest in the fantastic line of titles to come from the Rare crew is again, nothing short of excellent. Top notch graphics, amazing playability and tons to do mean this is more than just your average platform game. So, in order to win yourself a copy, we want you to come up with a Rare compilation drawing featuring at least three or four of their most famous game characters. This can include anyone from Diddy Kong to James Bond but they must all be of the highest quality. Mark your entries to RARER THAN ROCKING HORSE POO at the usual postal address.

QUAKE 2: THE RECKONING

The first add on pack for *The Godfather: Part 2* of sequels. And it's mighty fine as well. More guns, levels and cannon fodder for you to blast seven bells out of. Now if this sounds like your kettle of fish, then why not give this competition a go. We want you to either send in, or draw us what your ideal Quake 2 model or skin would look like. Bearing in mind there are already loads out there, it's easy for us to tell if you've just ripped them off from the net. Only original ideas please. Send them in marked with this moniker: NO SKIN OFF MY NOSE MATE.

Send entries as soon as possible to:

CHECKPOINT #202 FREEBIES,
COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR, THE ISLE OF DOGS,
LONDON, E14 9TZ.

EB now have over 100 stores nationwide, which means there is no excuse for not being able to get your hands on the latest titles. Sign up to be a member of EB and not only will you get discounts on titles, but also be eligible for money off promotions and reward points. If you don't like what you've bought (and if you read CVG, there should be ono reason to get duff titles) then EB also have a 10 day, full refund, return policy. For more information ring 0800 317778.



SPECIAL THANKS



Once again, a special mention must go to our pals at EB. Without them, this page just wouldn't happen. But we must mention that neither ourselves or EB can be held responsible for games slipping. All release dates are correct at time of going to press.

Subscribe Now!

OR WE'LL STOMP ABOUT ON *YOUR ROOF!*

A year's worth of CVG!

Delivered to your door!

Before it's in the shops!

For only...

£18

computer and video games

!?!

SAVE YOUR ROOF SOME DAMAGE



SUBSCRIPTION ORDER FORM

Simply fill in this coupon and return with payment to CVG Magazine Subscriptions, Lathkill Street, Market Harborough, Leicester LE87 4PA or telephone...

Credit Card Hotline. 01858 435 350 Lines are open from 8.30am to 9pm Monday to Friday and 10am to 4pm Saturday and Sunday. Please quote source and offer codes.

UK 12 months £18.00 Air Europe £33.00 World Air £53.00

I wish to subscribe to CVG Magazine for one year. I enclose a cheque/postal order made payable to Emap Images Ltd for

£

Please debit my Access/Visa/Mastercard

Expiry date:

Signature:

Date:

Source Code IB1m

Offer Code Blk

Offer ends August 23rd 1998

NAME

ADDRESS

POSTCODE

TELEPHONE

DATE OF BIRTH

SIGNED
(Parents or guardian's signature if under 18 years)

If you would prefer not to receive further offers/information from Emap Images please tick box ☐

All subscriptions will be processed as quickly as possible. Please allow 28 days for order to be processed after which you will receive the first available issue.

NEXT MONTH

computer and video games

DON'T EVEN THINK ABOUT BUYING ANY OTHER MAG — COS...

LARA CROFT REVEALS ALL - EXCLUSIVELY IN THE WORLD'S FIRST GAMES MAG; PLUS, TEKKEN 3 IS HERE AT LAST - FORGET LIFE, CHOOSE TEKKEN! ONLY THE VERY GREEDY NEED MORE - AND WE'VE GOT MORE... MORE THAN ANY OTHER GAMES MAG!

ISSUE No. 202 OUT ON AUGUST 12TH

BACK ISSUES!

computer and video games







197 — Yoshi's Story, Resident Evil 2, Panzer Dragoon Saga, Quake 2 guide, Grand Theft Auto tips, Gran Turismo, Battlezone, Forsaken, Alundra, Bust-A-Move, Motorhead, Gex 2.

198 — First UK coverage (that isn't a complete joke!) on PlayStation Tekken 3, and the best N64 1080° story. Plus N64 Quake; Ergheiz (arcade); Quake 2 guide (all you need in four pages!).

199 — Extensive coverage of all the best football games to coincide with the World Cup. Plus reviews of Gran Turismo, Forsaken, Vampire Savior, Point Blank and Ghost in the Shell. What more do you want?

200 — Preview of the fantastic new N64 game, Body Harvest; the world's best Gran Turismo guide, and reviews of Dead or Alive, Vigilante 8, Breath of Fire, Special Ops, Guilty Gear, Unreal, and loads more.

DON'T BE AFRAID OF YOUR TELEPHONE!



01 858 435350

IF YOU CAN HANDLE GAMES YOU CAN, AND WILL, DIAL THIS IMPORTANT NUMBER.









Ahoy there, Mr Newsagent! We're off to sail the world and bring back treasures beyond your wildest dreams. We'll be back before tea, but save us a copy of CVG just in case we're late. And leave my game on pause, landlubber.

NAME ....

ADDRESS ....

....

SIGNED ....

DATE ....





GIZMO PALACE

UP FROM THE DEPTHS 30 STOREYS HIGH, PLASTIC GODZILLA'S AND OTHER STUFF, OH MY!

HOT NEW COMIC COLLECTIONS

The Simpsons, Spawn and the Justice League. What do they have in common? If you look above it's pretty obvious. After enjoying these three treats, we declare Justice League this month's best read. The drawings aren't bad either.

£6.99 – £9.99 By Titan Books, available at stores now.

RUMBLEFORCE WHEEL

"C'mon feel the noise", sang Noddy Holder, and you might too with this new PlayStation wheel. Simply adjust the dials on front of said wheel, and feel the feedback as the unit rumbles. This rumbling reacts to game sounds, so isn't 100% accurate to the on-screen action. Not bad though, and it works with the awesome racing game *Gran Turismo*!

£69.99 By Gamester, N64 version also available, In stores now.

WE'RE ONLY POSING FOR MAGAZINE PICTURES, YOU STUPID PILLOCK!

WHAT'S MY MOTIVATION IN THIS SCENE, MR DIRECTOR DARLING LUVVIE.

GODZILLA TOYS

You've seen the film and you either hate the big G or love him. If you're in the latter camp, you may want to own your own walking, roaring G. You'll be pleased to learn of the Remote Control Godzilla. Then there's the smaller Babyzilla's, twice as ugly, and with sharp teeth too. Call us old fashioned, but we prefer the old movies with the guy in the suit. If only someone could make and sell them!

Remote-Controlled Godzilla £42.99, Babyzilla £14.99, By Playmates, available at stores now.

MINI MONEY MARK
This is officially the coolest item we've ever featured on these pages. What is it, You may ask. Well, none other than Money Mark, or a small plastic version of him at least. Yes everyone's favorite keyboard playing crooner, and part-time member of the Beastie Boys, is now the coolest action figure ever!
By Mo Wax, prices above £20, check out local independent record stores, but hurry.

A MAN WALKS INTO A NOO YAWK BAR...

ANALOGUE PAD WITH DUAL FORCE FEEDBACK
No sooner has the official Sony Dual Shock pad been released than Joytech release their cheaper version. Featuring the same funny little twisty mounds, plus a turbo fire switch on the back.
£19.99 By Joytech, available in stores now.

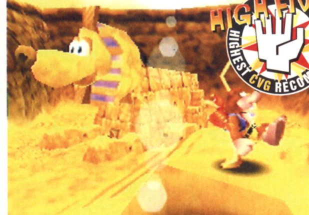
KEYRING GAMES
Available for over a year in Japan, Bandai finally release the mother-of-all keyrings. The mighty Tetris Junior. Guaranteed to eat up precious moments of your life. Anaconda and Space Invaders are pretty good too.
£7.99 By Bandai, in all good stores now.

ASCII WHEEL 64
The smartest thing about this new wheel for the N64 is the design, it looks cool, and can also be folded down. But when it comes to playing a game with it, well that's a different story. It's very difficult to steer, so you have to turn very hard to get the car to move at all. A shame. Something for the mantlepiece rather than your console.
£TBA By Ascii, available from September.

SPIDER-SENSES TINGLING... THERE'S A RED LIGHT!

SPIDERMAN EQUIPMENT
Alright, it's not really "equipment", they're actually toys, but the Web Blaster comes pretty close to being the real thing. If it weren't so big, and fired silly string, you could catch crooks and, swing round buildings. We don't remember Spiderman having a stunt bike, but rev it up and watch him go. Who needs Evel Kneivel?
£14.99 By Playmates, available in stores now.





NINTENDO 64	3D PLATFORM	BY RARE	• PRICE £49.99 • NO OTHER VERSION AVAILABLE • NO OTHER VERSION PLANNED • STORAGE 128 MEG CART • RELEASED BY THE GAMES TEL 01703 653 377
	JULY RELEASE	1 PLAYER	

Summertime. It's scorching hot and you need liquid. Stay in the shade and cool yourself down because the biggest game of the season is here.

BANJO-KAZOOIE™



A honey bear and a bird may not have much in common, but they're the latest stars to grace a Nintendo console. While most platform games have one hero, this one has two. You must control the pair, *Banjo and Kazooie*, in a huge adventure. There's an evil witch to overthrow and lots of challenging puzzles. With jaw-dropping graphics, super-cute music, and bucket loads of gameplay, this is the game to show off N64.

THE STORY SO FAR



Gruntilda the evil witch has kidnapped Banjo's sister Tooty. What's Banjo going to do about it? Well, nothing at the moment – he's fast asleep. Tooty's been taken to Gruntilda's lair, and is about to be part of her latest cruel invention. A machine that can suck the physical beauty from a victim and allow Gruntilda to absorb it like a sponge. The machine, once activated, will turn Tooty into a hideously deformed creature, and Gruntilda into an attractive young thing (she'll still be green though). Tooty's only hope lays in her lazy brother Banjo and his best friend Kazooie. Once Kazooie manages to wake up Banjo, we might just have a game to play.

SOME DOORS TO NOTE

Banjo and Kazooie must make their way to Gruntilda's lair if they are to save Tooty. The witch, however, has had some security measures put in place. "Note" doors stop you progressing further into the lair. To open one you must gather the amount of musical notes displayed on a door. To find musical notes you must venture into one of the nine levels.

Gruntilda's lair is colossal – it's very easy to get lost! Thankfully there are Warp Cauldrons hidden away that will transport you from one end of the lair to the other in double-quick time.









Gruntilda's machine is all set, and Tooty's in trouble. Now be good heroes and go and save her.





Load your game from Banjo's home, check out his cooking and his pet goldfish.

He even likes to play Tetris on his GameBoy. Now there's Nintendo loyalty.



SOLVE THE PUZZLES

Musical notes get you further into Gruntilda's lair, but you must also search for jigsaw pieces. Why jigsaw pieces? Because you have to fill in missing pieces of puzzles to open up the levels. Once you've filled in these pieces a door opens elsewhere in the lair, and you've got to find that too!

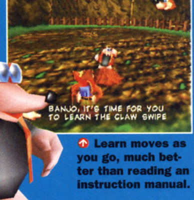
Another jigsaw piece found. Banjo holds it up, and Kazooie pops out and puts it in their rucksack.

HELP IS HERE

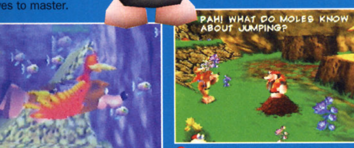
Banjo and Kazooie have to rely on each other to get through this adventure. There's also a couple of other characters who pop-up to lend their support.

BOTTLES

Bottles the mole is the first guy you meet. His role is to provide you with instructions on all the different moves in the game. The first time you play the game you have to work your way through Bottles's training course. Here you get the chance to learn moves, earn some extra pieces of honeycomb (health bar) and even find extra lives. Look out for Bottles's mole hills on later levels for advice on other moves to master.



Learn moves as you go, much better than reading an instruction manual.



Could this be underwater love? Banjo and Kazooie swim with the fishes – lovely.

Kazooie and Bottles don't always get along. In fact they constantly insult each other.



Be sure to get the extra life hidden above the chimney.

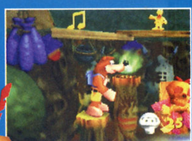


Bottles will teach Kazooie how to wear wellies later on. Believe us, they're very useful.

MUMBO JUMBO

Mumbo Jumbo is a mysterious shaman, who was the former teacher of Gruntilda.

Mumbo sits inside his distinctive hut in certain levels of the game, next to a sign which indicates a number of mumbo skull tokens. If you have enough of these, the shaman will perform mumbo magic and transform Banjo into another creature or object. In this new form you should be able to find more jigsaw pieces.



When in Mumbo's hut, be sure to look above the shaman's head. You'll see he has a couple of goodies hidden away.





Mumbo magic in full effect. Banjo's now a walrus, weird!

BRENTLINDA

Brentilda is the opposite in every way to Gruntilda. So that makes her a very nice witch, indeed. Brentilda can be found in certain parts of Gruntilda's lair. If you find her she'll give you some useful advice, and tell juicy secrets about her evil sister.



She's got a pink dress with frilly lace, therefore she's a good witch.

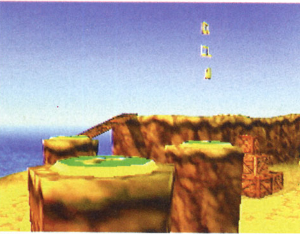
IT'S A BITTER SWEET SYMPHONY

There are 100 musical notes on each level. Although you won't need them all, it's not too difficult to find them and get that perfect score, especially on the early levels.





Stuck for the last five on Mumbo's Mountain? Maybe they're hidden in this hut. Climb on top and use the Beak Buster to reveal the contents. Bust the other huts too, you'll like what you find.



Remember to look everywhere, especially above your head on a shock-spring or flight pad.



Arrgghhh! The notes are in sight but this big glove puppet gets in the way. Use a Rat-a-tat Rap.

Not all the creatures you come across are bad. Some will repay you for a little help. This hippo and turtle have some simple problems to solve.







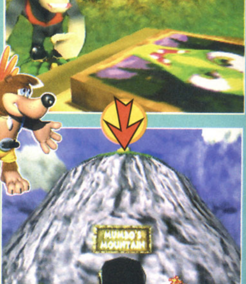
GETTIN' JIGGY WITH IT

There are 10 jigsaw pieces hidden on each level. Sometimes you'll have to perform a task to get them, others are in some hard-to-reach places.
You should also look out for witch switches – there is one on each level. These release a jigsaw piece in Gruntilda's lair. Keep an eye out for colourful characters called Jinjos. Five of these friendly creatures have been trapped in each level. Once you manage to find them all, you'll earn one of the level's 10 jigsaw pieces.





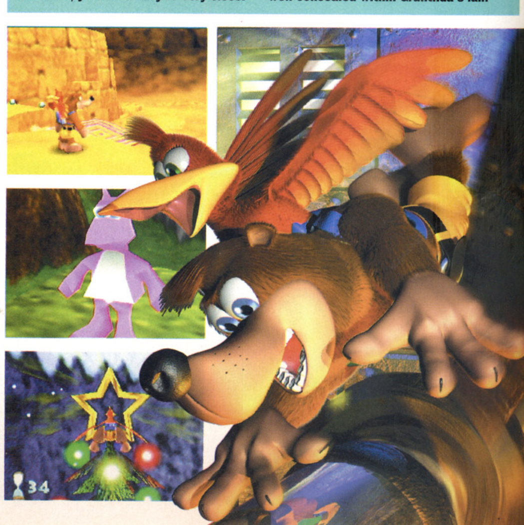






When you're near a Jinjo, they'll whistle to get your attention. If you can't see them, you know they're very close.

There's a witch switch hidden in each level, press it to reveal a jigsaw piece well concealed within Gruntilda's lair.





YOU DON'T SCARE US!

Don't be tricked into thinking this adventure is like a walk in the park. There are lots of creatures that cause one or two problems for Banjo and Kazooie.











The first major nuisance you'll come across is Conga the ape. Conga throws oranges at you if you come close, but maybe you could use them against him.



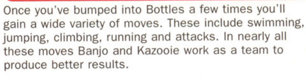
Look at this big guy out on the beach. This is Nipper the crab, and he's huge. Stay away from his razor sharp claws, and attack his eyes.

MEDICAL MATTERS

Banjo and Kazooie's health is represented by pieces of honeycomb. If this falls to zero they lose a life. You can refill the energy bar by stomping on an enemy to reveal a piece of honeycomb. There are also beehives which Banjo can crash open to provide more pieces. Keep an eye out for special hollow honeycomb pieces, collect enough of these and one more segment is added to the energy bar.



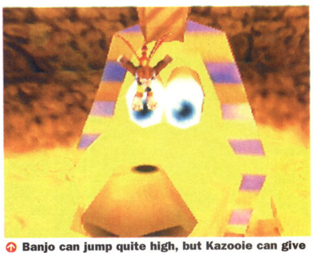
TWO TO TANGO



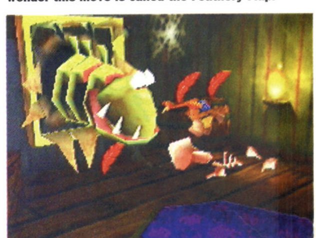
Once you've bumped into Bottles a few times you'll gain a wide variety of moves. These include swimming, jumping, climbing, running and attacks. In nearly all these moves Banjo and Kazooie work as a team to produce better results.



When swimming, Banjo kicks his feet for precise turns. To go faster Kazooie will extend her wings, and give the pair extra propulsion.



Banjo can jump quite high, but Kazooie can give the pair more height by flapping her wings. No wonder this move is called the Feathery Flap.



The Rat-a-tat Rap is one of the best attacks. Banjo jumps into the air, then Kazooie extends her beak to peck at their enemies.





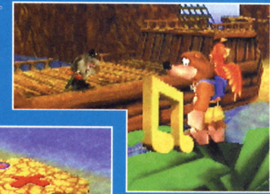


BRAIN BUSTERS

When you're not collecting musical notes, or scouting for jigsaw pieces, you'll have to put your thinking cap on – there's quite a few puzzles that could infuriate you enough to have you pulling out your hair. Here's a small selection of some of the more engrossing brain teasers.

FLY HIGH BREEGULL

Treasure Trove Cove offers some spectacular views, just stand on top of the lighthouse and look around if you don't believe us. This puzzle is designed to get you flying and take in all the sights too. Find the red crosses and follow them from start to finish, to earn a reward.

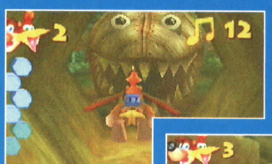


This is only the second level, so all the puzzles are pretty simple. Swim for the sobbing hippo to get another precious jigsaw piece.

Use the Beak Buster when over the red cross. This reveals an arrow. Follow the direction until you reach another cross, and repeat until you find treasure.

CLANKER'S CALAMITY

The big rust bucket is gasping for clean air, and he's asked our friends to help. The question is how do you release him from the chains? Have a closer look, swim to the bottom, and keep an eye on your air. That giant key might have something to do with it.

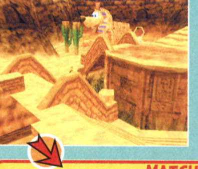


He may look fierce but Clanker is a sweety. Gruntilda's rubbish eater wants his fresh air, and Banjo is just the bear to help out.



Follow the chains trapping Clanker all the way to the bottom. The key and lock look to big to move, but just try swimming through the key. Watch your air!






FREEZEEY KNEIVEL

A bear complaining of a sore stomach. A giant snowman, his scarf, and a sleigh. What do these have in common? They're all vital elements for you to get another piece of the puzzle. Find that sleigh and watch the fun.



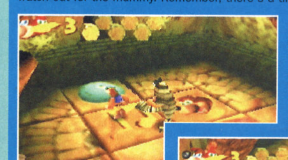
Incoming! It's a free piece of the puzzle we tell you! Once the bear is cured, he'll move to another part of the level, and wait for a race.



All you need to do is find this sleigh. It's basically a free piece of puzzle placed at the top of the giant snowmans scarf. Just get on and watch the action unfold.

MATCH THAT

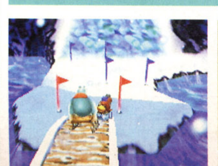
Getting in here is hard enough, but who'd have thought you could find a mysterious Pairs game in an ancient pyramid? Match the pairs, but watch out for the mummy. Remember, there's a time limit.

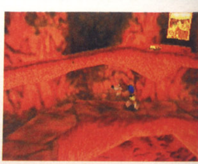


You can attack the mummy but it'll eat up vital seconds. Instead traverse from one side to the other. The mummy is too slow to catch you.



You need to do the Beak Buster to turn the tiles. This takes time. It's not too difficult, just make sure you've got some spare health before you enter.



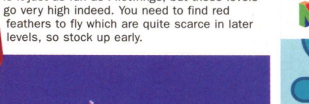








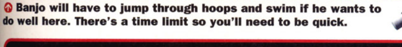




If you find a flight pad on a new level, it's a good idea to fly around and explore the sights. Not only is it just as fun as *Pilotwings*, but these levels go very high indeed. You need to find red feathers to fly which are quite scarce in later levels, so stock up early.



Banjo will have to jump through hoops and swim if he wants to do well here. There's a time limit so you'll need to be quick.



Some of the puzzles require firing missiles. These come in the form of eggs. There are hundreds of eggs scattered around the levels, and they come in very handy. The first time you use them is against Conga the ape. Later you'll need to skilfully shoot the eggs into containers which come in all shapes and sizes, including statues, buckets, pots, and even someone's teeth.





This old dog wants feeding. Easy, Rover.



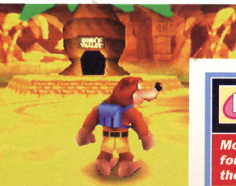
Banjo the super-dentist to the rescue.

CVG OPINION

'Is it better than *Mario*?' This is the question everyone asked while I was playing BK. I'll tell you what I told them: It's just as good. Forget Mario for now though, because Banjo and Kazooie are stars in their own right, and this is a brilliant game. What makes it so good is the size. The game is huge, and I won't be surprised if the Nintendo mags print maps and guides just for Gruntilda's lair. There's so much to collect and discover within some great levels. More experienced players might complete this quite quickly, but they should still play to experience the amazing design and gameplay. If you like platform thrills, good solid gaming, maybe even cute characters, go get this now. Another must-have title for the N64, and the only game I'll be playing this Summer. It's as simple as that.

ALEX HUHTALA





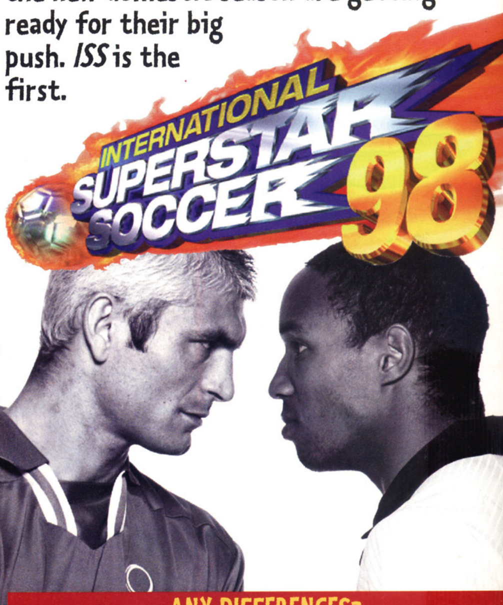


More cute Nintendo thrills, and two new stars for the machine. Banjo Kazooie is THE game of the Summer. Perfect for post World Cup blues.





After the glut of World Cup games, those developers that decided to hang back until the new domestic season are getting ready for their big push. *ISS* is the first.



Football games bring out the most loyal side of video games players' nature. Once they have found a game they like, they stick by all of the minor updates no matter how trivial they are, claiming that each one is indeed the 'best football game ever'. *ISS* and *FIFA* are the two biggest on PlayStation. While the quality of *FIFA* games has only just begun to climb towards the mid table respectability, *ISS* has remained top of the table throughout. The smooth game-play, realistic feel and player movement and general solidness of the game are what makes it for us. Not a jerky frame in sight. The '98 update to Konami's classic looks to be just as good and we'll be bringing you the most extensive review in Saint and Keysie next month.

MY MATE IN SEAT 47C

Although there is no actual replay mode in the game itself, every goal scored brings up an automatic one that you can fiddle about with to your hearts content. The game shows roughly the last ten seconds worth of action leading up to the goal. During this, L1 and R1 spins the camera around and up and down on the pad zooms in and out. You can have slow motion by using square and circle, and the other two shoulder buttons fix the camera view on a specific player rather than the ball.



↑ Not even Brazil could keep this shot out.



↑ Croatia have yet another attempt on goal.

ANY DIFFERENCES?

Well, seeing as we have been playing the Japanese version of this to death, we can tell you the differences between those two versions. A couple of new options have been added to the European game. You can now play two players against the computer which wasn't in before and a new stadium has been added, one which looks very similar to a certain home of the England team. All of the World teams are selectable rather than just the J-League clubs, but the one of the coolest additions seemed to be the fact that teams have certain traits and tricks specific to themselves only. For instance, Zidane of France will often stop and look around, before planting a perfect through ball to Djorkaeff for the simple one-on-one attempt. If Romario gets put through, he always tries to 'spoon' the ball over the keeper whereas any ball chipped over the top for Ronadlo sees him kill it perfectly before blasting it past your keeper. Rumours that the English players turn up drunk with kebabs or with a Spice Girl on their arm are yet to be confirmed though.



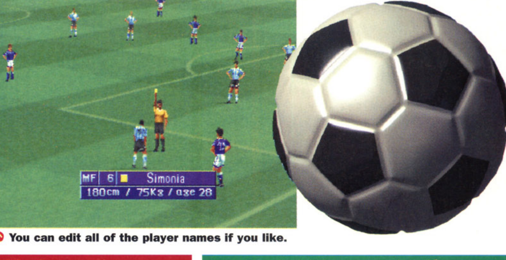
↑ Romario cushions the ball down...



↑ ... before lobbing the stranded goalie!



The infamous sniper claims yet another scalp.



You can edit all of the player names if you like.

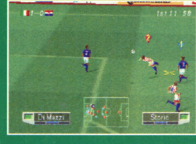
SHOW ME THE CHEESE

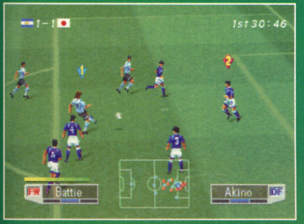
The Japanese version of *ISS* has loads of places to score cheesy goals. It seems that the Euro game however has been tightened up to good effect. Shots that rebound off the body of the goalkeeper went to the strikers 90% of the time in *J-League*, but now that figure is down to below half. Scoring from a corner is now a lot tougher that just swinging a cross over and nodding a simple header into the net, as the goalie will come out much more to claim the crosses, and defenders are a lot tougher in the air. Taking the ball around the keeper is still easy yet requires good timing, but it is now possible to slot low shots under diving 'keepers. This not only dismisses the element of cheesiness involved with dribbling it around the goalie, but also looks far more impressive.



ONE-TWO, BACK DOOR, BUDDY HOLLY...

Another good addition to this version of *ISS*, is that you can't hit the pass and through ball buttons and simply expect a player to be on the end of it. Using the radar becomes essential, as it's vital to know where your players are if you want to string together five or six telling passes. Using the X button, it is possible to play one touch passes from one end of the pitch to the other, by pressing just before the ball reaches you and directing it towards another team-mate. This will enable you to get out of tight situations quickly, turning defence into attack in the process.





VIVE LA FRANCE!

OK, so the World Cup will be long gone by the time this game appears in your game shops, but you have the option to relive it all if you so desire. No matter which cup competition you pick, you have the option to only include the teams that qualified for the Coupe de Monde. This could well be in a proper World Cup style of tournament and, if that is the case, by letting the computer pick the rest of the teams in the tournament, it'll put everyone in the proper groups from this summers football extravaganza. Of course, you can let the Irish and Welsh play if you really want, but why have more cannon fodder when you play the cream of the crop?



INTERNATIONAL CUP
Finished Qualifying

B GROUP		W	L	D	F	A	Pts
1	Italy	3	0	0	9	2	9
2	Chile	2	1	0	2	5	6
3	Austria	1	2	0	6	5	3
4	Cameroon	0	3	0	1	6	0

Italy once again proved themselves a dominant force in world football by winning all their group matches.





AND A BUCKET OF VINDALOO!!

ISS looks like it could be every bit as good as the previous versions. Hopefully, we'll be able to bring you the N64 version for review next month as well as the PlayStation game in another football frenzy.

SAINT & KEYSIE



Football tips and more from CVG's footy experts!



Welcome to another all-new section of CVG, where we address the most topical questions and get deep into a subject that is dear to the nation's hearts – football. Every month, CVG will be featuring all the best news, views, tips and winning moves from all the latest football games. And a few of the classics too. But it's a readers' page, so we need your help to make it work. The league of football games, the best goals, the bloopers... everything you see on these pages, you can have a say in. If you want to nominate some dead-cert scoring methods, your personal league of football games, or even suggest some features, write in and we'll include it. And there are loads of prizes up for grabs, including replica shirts, official footballs to boots. The address is at the bottom of the page.

Games League



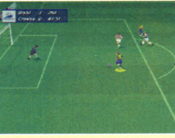
Vote for your top 10 football games. This month, my list sees the new *ISS* storming straight in at the number-one spot, keeping World League Soccer and Sensi from the top.

Pos.	Title	Format	Price	Rating
1	ISS '98	PS, N64	£44.99/£59.99	5/5
2	World League Soccer	PS, SAT, PC	£44.99/£34.99 (PC)	4/5
3	Sensible Soccer '98	PC	£34.99	4/5
4	World Cup '98	PS, N64, PC	£44.99, £59.99, £34.99	4/5
5	Championship Manager '97-98	PC	£29.99	N/A
6	Premier Manager '98	PS	£44.99	5/5
7	ISS Pro: Platinum	PS	£19.99	5/5
8	Actua Soccer 2	PS, PC	£39.99/£34.99	4/5
9	Ultimate Soccer Manager	PC	£29.99	4/5
10	ISS 64	N64	£34.99	5/5

WORLD CUP '98 THE CHEESEBOARD

That one goal that your mate always scores if you're beating him, the one that is so cheesy it should wrapped in red plastic and called Edam. That is what this section is about. The goals that will get you out of a tight spot and give you that vital edge over your opponents. This month, *World Cup '98* on PlayStation.

The first easy goal goes as follows. Using your skill to work the ball to the striker when he has just one or preferably no defenders to beat. Rapidly press the speed button to take him past the last man, while cutting across the face of the goalkeeper. The moment the goalie comes out to try and take the ball from your feet tap the shoot button and aim for the corner in the opposite direction in which you're running. Result? One ball in the back of the net.



Ronaldo makes his way towards the Croatian goal...



...before cutting back on himself, taking a steady aim...



...and unleashing the shot into the corner. Top class sir!

Give the ball to your wide man, and again using the speed button head towards the opposition's corner flag to whichever flank you're on. Once you're about level with the edge of the six yard box, hit square to send in the cross and immediately hold shoot and aim towards the goal. Your striker will get into position and power a header back across the goal keeper and into the far corner. Expect a 70% success rate with this.





Back door. back door! The cross comes over and is met by a thumping header from Kluivert.

The third is even less reliable than the other two, with a 50/50 chance of scoring, but it doesn't look that cheesy at all, so you still keep your credibility with this one. Should you find yourself bearing down the touchline again, cut into the box once you're level with the penalty spot. Then start to run diagonally away from the goal, towards the D on the edge of the box and press the shoot button for about half a second. This'll curl the ball into the top corner.



A further back angle for this one. Cut into the box here...



...and keep holding left on the pad while shooting...



...and before you know it, the ball is in the Onion Bag.

THE VOTE OF CONFIDENCE

If all this action is getting the better of your dotty old ticker, then slip into the sheepskin jacket, the old style jag and put on loads of jewellery as we step into management sims. If you have any unbelieveable tactics, bargain players or just any little bugs in the game, then send 'em in. Remember, prizes are on offer! Here are a few pointers to get you started.

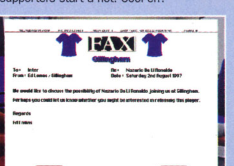
If you take control of a lower league team, then attracting players will be difficult. So, the best thing you can do is raid the players from the teams that were relegated from your division. Most of them will jump at the chance to play in the higher league again.

Once you've reached the better leagues, attracting the star players can become very difficult. This is where you have to place a scout on players. The longer the scout spies on people, the more chance you have of getting him to sign.

There are always a few bargain players to be had. For example, *Premier Manager '97* on the PC you could pick up players like Juninho and Kinkladze for a pittance. Have a scout around, and look at your favourite players from other clubs. Chances are, they'll be a steal.

How about this. Not really a tip, but it's funny nonetheless. On *USM*, lower the price of beer and match tickets to as low as it will go. Then make the team play a 1-1-8 formation, or something that will ensure a defeat. This is certain to make all of the beered up supporters start a riot! Cool eh?

WHAT'S THE DIFFERENCE BETWEEN ALEX FERGUSON AND A JET ENGINE? EVENTUALLY, THE ENGINE STOPS WHINING.



If Ronaldo signed for the Gills, he could go to the Dickens Festival. Joy!

It's all over now

RONALDO COMES HOME

Infogrames have announced that they have signed up Ronaldo to head their new football games range, due to be released late this year. This includes all the usual personal appearances and whatnot, but this is not the real reason for us printing this story. This is what Ronaldo "said" about the project.

"I am thrilled to join the Infogrames team. The chance to play a key role in the design of an interactive soccer product for kids has been a personal goal and represents an exciting challenge." What must his personal goals list look like? 1. Win World Cup; 2. Win Champions League; 3. Make loads more money from Nike; 4. Put the rubbish out; 5. Make a football game with Infogrames. Woo hoo!

THERE'S ONLY 11 ANDY GORAMS!

A rumour finding its way to the Saint and Keysie newsdesk this month is this one, concerning *World Cup '98*. Apparently, due to time contstraints, the programmers had to finish this game without putting in all the proper faces for the Scotland team! So everyone looks like Andy Goram – who isn't even playing anyway, after retiring days before their opening match with Brazil! The Beta version we tested this out on didn't seem to confirm or contradict these rumours, but all the players had different coloured hair anyway. A spokesperson said "This wasn't just an attempt to get a bit more publicity for the game in any way. Oh no." Still, at least they don't look like the monkey's arse faces in *Three Lions*.

CLUTCHING AT STRAWS ANYONE?

MA HEED MON!

Speaking of *Three Lions*, Take 2 have reportedly filed a lawsuit against EA because they used the real England team names and kit and everything - in a good game! Take 2 say that they have the official licence and all the rights to everything to do with England. So expect Gazza's Sim Kebab shop, and Pulling My Way, by Teddy Sheringham to arrive on a PC near you soon.

ONE FOR THE SCRAPBOOK

It's all very well us harping on about the best goals, but there are of course some scandelous bloopers that we know you lot are capable of coming up with. Own goals, missed open goals, keepers kicking into their own net. The possibilities are endless. If you can manage to capture these on camera, fanstastic. Now for our example, we return to *ISS '98* and the boy Huhtala. It's extra time, golden goal and the attacker has just gone round the keeper. The shot has been scuffed and is going wide, but Alex's defender stands and watches the ball hit his chest and roll into the net.



Vieri scuffs his shot and it's heading wide, but in steps the defender.



And there you go. Handball, back of the net, own goal. You'll sleep well son.

FACE THE FACTS

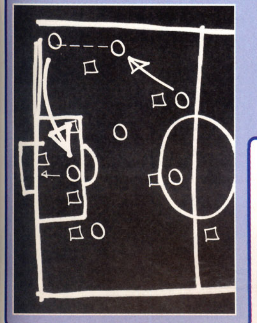
It took us a while, but we managed to find the pic his face was digitised from. But who is it...?





Oi Ugly... Not you, you're flippin' ugly.

Chalkboard



Here we have the Chalk and non cheese goal from *World Cup '98* on the opposite page. For all of those wanting a little more than screenshots, this shows you how to score the bullet header and gives us a chance to use all of these silly little arrows and squares that Tony made. Any one who sends in the best Chalkboard for their goals is in line for prizes. Basically, anything you send in could win yourself some football related prizes. So what are you waiting for fools?

SPOT THE BALL!

Every month we'll be offering you the chance to win yourself some top goodies by playing our incredibly simple Spot the Ball competition. Each month we'll be hiding the CVG ball pictured here somewhere in the mag. All you have to do is send in where you think you've spotted it. Easy. Mark your entries to Spot the Ball at the address on the right.

All compo entries, tips and general football blab should be sent to this address:

SAINT AND KEYSIE
COMPUTER AND VIDEO GAMES
37-39 MILLHARBOUR
ISLE OF DOGS
LONDON
E14 9TZ


THE OFFICIAL SEGA SATURN MAGAZINE
SEGA SATURN MAGAZINE
Dreamcast
ISSUE 34 £2.95
AUGUST 1998
WORLD'S BEST BLASTER!
Radiant Silvergun Set To Stun!
DREAMCAST EXCLUSIVE!
Incredible All-New Screenshots You Simply MUST See!
EXCLUSIVE!
STREET FIGHTER ALPHA 3
Out Now!
Castlevania X: Magical Mayhem!
BEWITCHED!
PLUS! DEEP FEAR, SHADOWS OF THE TUSK, FIGHTING VIPERS 2 INTERVIEW, WACHENLODER, SHINING FORCE 3 TIPS, RIVEN GUIDE, VIRTUAL ON OT, FIRST SPIKE SHOTS... AND MORE!

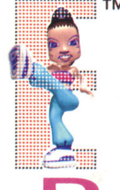


- MUSIC GAME
- BY SCEE
- JUNE RELEASE
- 1 PLAYER

- PRICE £19.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY SONY TEL 0171 447 1600

I'll tell you what I want, what I really really want. I wanna huh, I wanna huh, I wanna huh, I wanna huh, I wanna really really really wanna play something else!



SPICE™ WORLD

When *Spice World* was first announced last year, it sounded like a great way for Sony to attract a massive new audience to the PlayStation. Unfortunately, not everything has gone to plan. The game missed its planned Christmas release date and the Spice Girls themselves have gone through all sorts of problems, including the departure of Ginger Spice Geri Halliwell. But PlayStation *Spice World* is finally coming out, Geri and all. It's not really much of a game – it's more a multimedia package aimed at Spice fans.

ZIG-A-ZIG-URGH

Your task in *Spice World* is to appear on TV and blow the audience away with your fantastic dance steps and brilliant remix of a famous Spice Girls tune. Here's how you do it:



1. MIXING ROOM

Choose a tune from the five Spice Girls classics available and a helpful dude in a beanie hat explains what to do in groovy-speak – "Yo my friend, if you is chillin' and willin' I'll take you through a few moves to get you to your own grooves, know wot I mean?". You now get nine snippets from your chosen song which you put together to create a tune of sorts. You won't be able to make anything that sounds good.



2. DANCE PRACTICE

Now a disco daddy-o with a big afro teaches you to dance. Just press a button as its icon appears on screen, though the button presses have no relation to the timing of the music whatsoever.





3. DANCE RECORD

Now simply tap in the 72-part sequence you just memorised or randomly tap the buttons and see what dance you come up with.



4. TELEVISION STUDIO

The final part of the game. The five girls will do your funky dance to your kickin' mix while you switch between about six camera angles, zooming in and out as you go to create the coolest TV editing ever. And... that's it. That's the whole game. You can save your creations to memory card forever.



5. SPICE NETWORK

Once you're bored of playing around with the five tunes (probably after about 20 minutes) you can sit back and enjoy some video footage of Spice Girls interviews. The video quality is okay, but the the interviews themselves aren't particularly good. You'd be much better off buying an official VHS interview video instead.

CVG OPINION

It's amazing how such a small game can have so much wrong with it. First off, it tries to be cool, but ends up sounding like someone's parents who think they're "well bad" and in with the "kidz". It's impossible to make anything resembling a decent tune because the samples you get to use are so badly chosen, and rarely fit together properly. Also, they're all different lengths – some are a single bar, while others go on for ages, meaning that the tunes are always going out of time. The dancing's rubbish too, and being taught a 72-part button press sequence is just a torture. What do you get once you've created your TV performance? "That was fun but we've got to go now. Bye!", and it's back to the start for another five minutes of boredom. The best bit is when the girls are dancing – their mouths move in time to the lyrics. But the rest of it stinks of rotten skunks. I think even young Spice Girls fans will be upset by *Spice World*, no matter how much they pay for it.

ED LOMAS






Spice World *won't appeal to anyone, except collectors of crap novelty pop games and youngsters who don't know any better.*





- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY SONY TEL 0171 447 1600

After much promise and potential, we get the chance to give *Ghost in the Shell* a proper road test. Will it haunt us all, or face exorcism?

GHOST IN THE SHELL



Helicopters + tunnels = no go!

Having seen the potential displayed during the various stages of *Ghost in the Shell*'s development, the review copy was eagerly anticipated. But it's not just the game that is arousing popularity. The Manga animation series is still immensely popular, and with another volume currently in the making, the release of the game will be perfect timing. The first thing you notice once the game has been turned on is the awesome animated intro sequence. High detail, action packed Manga sequences not only open the game, but regularly crop up as cut scenes in between the stages. Cool. Very cool.



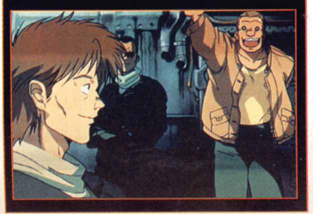




On both the chase stages, enemies will come from in front of you and behind you to try and catch you off guard. Beware novices.

HOOJ CHOONS

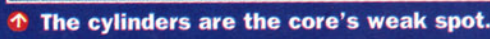
The soundtrack is one of best aspects of this game. After Wipeout started the trend for having cool soundtracks rather than plinky plonky crap, Ghost in the Shell follows on by hiring the talents of some of the best dance DJ's around. Derrick May, Hardfloor and Dave Angel are the names you may well recognise if you're a fan, and their sounds accompany this game brilliantly.



BIG BOSS MEN

Bosses. There are lots of them. But the trouble is, it is possible to defeat all of them in a similar fashion. When you face an end of level character, it will be in a circular based area that you cannot leave. All you have to do is keep one of the strafe buttons held down for a particular direction and circle around the robotic creatures, blasting away with your machine guns. The odd grenade doesn't go amiss either, but you have to bear in mind that you get loads of bonus points for finishing a stage with some bombs left in your armoury.





The cylinders are the core's weak spot.



You cannot jump the flames here.



Kill the two sidekicks for extra time.



Circling this boss avoids the flames.

INSIDE AND OUT

Ghost in the Shell has two views which you can play under, but it is possible to combine the two during the game. The outside view lets you see all of the Fuchikoma as you're playing, but close in on a building and it'll automatically switch into the inside view, so that you don't ever find yourself stuck behind a solid object without being able to see. If the inside camera is to your preference, you can simply hit select at any point during the game to fix that view. In general, it's better to play under this perspective as you can get a much truer aim than before.



You get a better idea of perspective when you're inside the Fuchikoma. It's easy to tell when you're being attacked as well.



Dodging bullets that are coming from directly in front of you is much easier in this view. You don't feel as cramped up either.

STICK AROUND

The exception to the standard bosses is the fifth-stage guardian. You begin by facing him, but he soon disappears and runs off into the city. Your task is to follow him wherever he may wander before wasting him. The cool effect, though, is the *Predator*-style cloaking device he uses to disguise himself. A clear skin is wrapped around the robot making it really tough to follow him, but easy for him to hide and pick you off with a couple of pot shots.



As the boss runs past you, it drops a huge explosive that canes your energy bar. It can only be damaged in this mode too.



Once you've moved far enough away from its explosive range, it'll start to throw these energy beams at you instead.



TAKE TO THE LAKES

Level four sees you and your Fuchikoma take to the seas on the back of a small motorised platform. This is a cool level, because even though you cannot jump from the craft you can skim over all of the waves to attack the enemy from a variety of angles. Your targets will appear from all sides to try and kill you, making movement the key part of survival. Action can get pretty hectic at times, as you try to deal with an airborne bad guy when all of a sudden a group of laser beams appear that have the be hurdled to avoid taking damage from them. Quick thinking and fast reflexes are the order of the day.





Four missiles still aren't enough to finish off this niggly airborne robot.

CVG OPINION

At first, you think *Ghost in the Shell* could be something pretty special. The first couple of levels are varied, and very enjoyable to play. But, in all honesty, I found then too similar no matter how far you got into the game. The bosses, especially, involve nothing more than circling the enemy and firing your guns, jumping occasionally to avoid any of their attacks. There has been a lot of thought gone into the way the game works, with your Fuchikoma being able to perform lots of different tricks and moves to get out of trouble. Climbing any building is dead cool, and at least some form of alternate way of finishing a level, as you could try and attack everything from rooftops rather than the floor, whether it's essential or not. But, it was too repetitive to become anything more than a good game. The levels were all still fun, and I didn't mind playing them a couple of times if I died. But as they say, if you've seen one, you've seen them all – and that definitely applies to this game.

STEVE KEY









It's an excellent little game, that has rent me written all over it. It'll keep you entertained for one night but after that, there isn't much else.



HIGH FIVE! HIGHEST CVG RECOMMENDATION

PC CD ROM / PlayStation

DRIVING GAME | BY CODEMASTERS | JULY RELEASE | 1-2 PLAYERS

- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY CODEMASTERS TEL 01926 814132

Forget *V-Rally*. Forget *Rally Cross*. This is the REAL thing – the best rally game on the PC and PlayStation by a mile!

COLIN McRAE™ RALLY

Rally driving is as exciting as motorsport comes. Two men in a suped-up road car zoom around the countryside at 100mph, while the driver relies entirely on the directions of his navigator to keep him on the slippery, bumpy track. Brilliant! There have been plenty of rally video games before but none of these have been particularly realistic – they normally just feature lap races on loose surface tracks. Codemasters have tried to make a more accurate simulation of the sport, with tracks too long to memorise, and cars which always feel as though they're driving right on the edge.
You won't believe how much fun a simple drive in the country can be.

WE DON'T NEED NO EDUCATION!

The first thing you need to do is learn how to control the cars in *Colin McRae Rally*. You can do this in the Rally School, where Mr McRae himself teaches you all the basics of rallying and rates your progress on the way. You start off with simple tasks such as "Moving the car" and progress through cone tracks to eventually driving at full speed round a loose-surface course at night.



TWO CAN PLAY AT THIS GAME

The two-player option has finally been included in *Colin McRae Rally*. You can choose to split the screen horizontally or vertically (we recommend that you play with the vertical split most of the time), and can also play with or without collisions. The excellent Super Special Stages are good fun with two players, as the courses have been designed so that the races are as close as possible. The graphics are still very detailed, but the graphics slow down when there's a lot going on, especially if you're using the vertical split.



When you race in two-player mode you can set it so that the cars won't hit one another. Instead, you'll "ghost" through the other driver like this.





A SPIN IN THE COUNTRY

In most other rallying video games you race against other cars, but as you'll know if you've ever watched the real thing, this just doesn't happen. Instead, *Colin McRae Rally* is more realistic – it's just you and your co-driver against the clock!

While racing, other drivers' times are compared with yours in the top corner of the screen so you can always tell when you should be pushing the car that little bit harder. There are eight rallies, each set in a different country around the world. A rally consists of six or seven long stages, each of which is split into eight separate checkpoints, and set over the course of a day. Some start at dawn and end in the evening, while others go on through the night.



Here you're speeding through a jungle during a downpour!



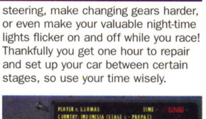
Night stages are probably the most enjoyable in the game.



The snow banks at the side of the road slow you down.

Night stages show off the brilliant lighting in the game. The brake lights make the back of the car glow red whenever they're used.

IT'LL COST YA!



Careless driving can take its toll on your car. The bonnet will buckle, windows will smash, lights will break, but worse still you'll ruin the important stuff inside! Pushing too hard can damage your brakes, loosen your steering, make changing gears harder, or even make your valuable night-time lights flicker on and off while you race! Thankfully you get one hour to repair and set up your car between certain stages, so use your time wisely.







The green bars show how damaged your car is.

GRIST ALMIGHTY!

Colin McRae's real-life co-driver, Nicky Grist, sits in the passenger seat whenever you race, calling out the direction and severity of bends in a simple code. He'll also warn you of any dangers such as ditches, posts, rocks, banks or water splashes so you need to pay close attention to what he's saying. If you lose concentration for a second and misjudge a bend you'll be off the track before you know what's happening.



Over crest, one right into three left!

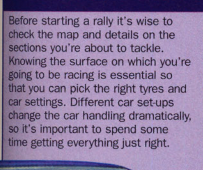


Tight hairpin left, K post into 4 right!



An old 1970's Ford Escort is hidden in the game!

MAX POWER



Before starting a rally it's wise to check the map and details on the sections you're about to tackle. Knowing the surface on which you're going to be racing is essential so that you can pick the right tyres and car settings. Different car set-ups change the car handling dramatically, so it's important to spend some time getting everything just right.



CVG OPINION

In any other game, racing along roads on your own would be incredibly boring, but in *Colin McRae Rally* it's about as enjoyable as video games get! First of all the handling of the cars is magnificent – much more realistic than *Gran Turismo*'s, for example. The cars can bank and roll in any direction, and this makes driving them far more exciting than other games like this. When you get up to 120mph you can feel the car wobbling around, and a tiny mistake will send you flying through the air into the trees! The courses are brilliantly designed, and because they're long stages rather than repeated laps, Nicky Grist's instructions become essential. You MUST concentrate on what he's saying or you've got no chance whatsoever. Repairing and setting up your car makes a big difference to the handling, so you need to use your brain as well. The graphics and sound are very similar to *TOCA Touring Car Championship* (ie excellent!), only there's even more detail this time around. While *Colin McRae Rally* doesn't have as many features as other driving games, and isn't as polished and good-looking as some, it's the fastest, most intensely enjoyable driving game around at the moment. I for one would certainly rather be playing this than *Gran Turismo*. Racing fans CANNOT do without it.

ED LOMAS







Colin McRae Rally ***has the best car handling yet in a video game, plus loads of brilliant tracks to race on. You just gotta have it!***











- PRICE £24.99
- NO OTHER VERSION AVAILABLE
- FOLLOW-UPS PLANNED
- STORAGE 1 CD (160MB)
- RELEASED BY ACTIVISION TEL 01895 456700

You've kicked slimy Strogg butt once already in *Quake 2*, but now it's time for your next mission – *The Reckoning*.

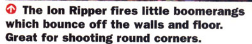
QUAKE 2: THE RECKONING

Some people can never get enough *Quake 2*. There are thousands of extra player textures and models, levels, weapons, enemies and bonuses available all over the internet and Activision are now releasing the first official mission pack for the game. It has been given the seal of approval by id Software themselves, and is a complete mission which follows on from the end of the original levels. There are plenty of new features, plus the game will automatically upgrade your copy of *Quake 2* to the latest version (they're up to v3.15 now) which irons out a few more bugs. Gib-fans rejoice!

EVEN MORE GUNS!

The Reckoning features two all-new weapons – the Ion Ripper and Phalanx Particle Cannon, plus a few other new items. They're easy enough to find in the deathmatch levels and you'll get your hands on them soon enough in the single-player mode.





The Ion Ripper fires little boomerangs which bounce off the walls and floor. Great for shooting round corners.



The Phalanx launches two glowing shots which cause loads of damage if they hit. You can even do a Phalanx Jump!



These traps suck enemies into their spinning yellow vortex, kill them, then turn them into small health cubes for you! Just like *Ghostbusters*!

RESERVOIR STROGGS

As with the original *Quake 2* missions, *The Reckoning* has a bit of a story running through it. You start off crash landing away from your target and have to find a way inside a nearby enemy base. Later on you need to hide in a crate and stow away on a Strogg ship on its way to a nearby moon! There are a few new enemies in the game, starting with the Gekks – the natural inhabitants of the planet, who can jump around at amazing speeds. There are also enhanced original enemies, such as guards with blue Hyper Blasters and Ion Rippers, Beta Iron Maidens with homing missiles, and Beta Gladiators with Phalanx Particle Cannons and strong shields (these guys take more than 10 Rail Gun shots before they die!).





When you gib a Gekk it explodes in a shower of glowing yellow blood, but only after screaming in pain first. Ha!

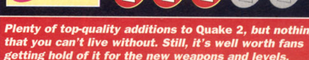


CVG OPINION

The *Reckoning* has some brilliant moments. The levels are well thought out and built, and in either single-player or co-operative mode they're lots of fun. Everything you do makes sense, and the little story that there is adds a lot to the atmosphere. Some of the secret sections are particularly satisfying to reach, and there are some excellent traps as well. The new weapons are cool (the Phalanx Cannon has a particularly brilliant reload animation and sound!), though the Ion Ripper turns out to be annoyingly popular in deathmatches. Traps are hard to use well because of the way they slide when thrown, but can still be very amusing. The new enemies don't work quite as well as the new weapons – the Gekks are okay, but the Beta Class creatures can be VERY tough to kill, occasionally ruining the balance. *Quake 2* fans will enjoy *The Reckoning*, and should certainly get it even just for the extra deathmatch levels.

ED LOMAS





Plenty of top-quality additions to Quake 2, but nothing that you can't live without. Still, it's well worth fans getting hold of it for the new weapons and levels.



PC CD ROM



BY HOOKSTONE

JULY RELEASE

1-12 PLAYERS



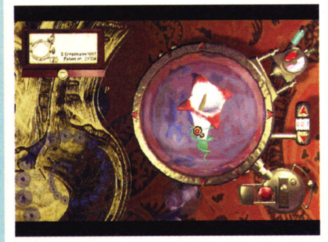
Simple? Yes. Addictive? Quite possibly. But easy? Never. Welcome to the weird world of *Sentinel Returns.*

SENTINEL RETURNS

Geoff Crammond is renowned for creating classic games such as *Microprose Grand Prix* and, of course, *Sentinel*. Though basic in design and concept, *Sentinel* drew in gamers with its clever mix of nail-biting suspense and satisfying gameplay. Now, 13 years on, the gauntlet has been laid down to produce a successor to the Crammond crown and a new champion has been found – *Sentinel Returns*.

NAME OF THE GAME

The object of *Sentinel* seems simple at first. The Sentinels control worlds of energy contained within alien life-forms. As an energy form, it is your job to claim those worlds for yourself by absorbing the *Sentinel*. But it's not that easy – as you can only move by means of transportation and possessing robotic hosts, your movement is limited. Then there's the problem of your energy consumption itself.







As you can see, it's all pretty sparse out there. It needs a few houses here and there and it'll be just like Milton Keynes.

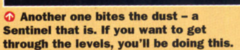
I WANT TO BE A TREE

All objects in each world are made up of energy, yourself included. In order to create robots to use as bodies (which costs energy), you've got to absorb those objects such as boulders and trees. The more energy you consume, the further you will progress in the game but if you take away too much landscape, you're more likely to catch the Sentinel's eye.

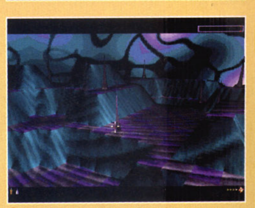








Another one bites the dust – a Sentinel that is. If you want to get through the levels, you'll be doing this.



Apparently, these give you energy. Can't see how, but don't argue – it's either that or nothing.



Look, it's a high mountain. I bet your average mountaineer never has it this good.



See this? It's you, that is. No, really it is. Fine if you don't believe me – see if I care...

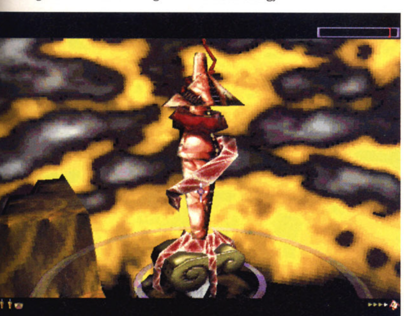






IN THE LINE OF FIRE

As long as the Sentinel lives, he rotates to view his domain. This can be a problem because if he catches sight of you, he'll drain your energy and it's game over. The same goes for the Sentries who guard the Sentinel. By planting objects, you can distract them long enough to get away but don't forget – this all costs a lot of energy.



Ooh, look – a Sentinel. Aren't you just filling your pants already?



THREE MEN AND A SENTINEL

No PC game is complete these days without a good old fashioned multi-player mode and *Sentinel Returns* is no exception. But while the object is still to beat your opponents, your aim is to be the first to absorb the Sentinel rather than the other players. Of course, attacking the competition is still healthily encouraged but it won't get you anywhere.











PC CD ROM

WHAT'S GOING ON?

Admittedly this all sounds complex but it isn't. The process of building boulders and robots, then transporting to the new host and starting over is straightforward. The problems begin when you reach levels inhabited by a Sentinel and 8 Sentries! With 666 levels and a difficulty level that apparently surpasses the original it looks like Sentinel Returns is slightly more than your Sunday afternoon out in an alien world.



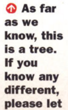


As far as we know, this is a tree. If you know any different, please let us know...

CVG OPINION

If you haven't played the original version of *Sentinel*, you'll go through three different moods while playing this. The first is a brief time of waving the mouse around, yelling 'I have no idea what to do!' Then, as you discover that the game is actually simple, you'll plough through level after level quite quickly. Then along comes the third mood as the difficulty curve kicks in and the challenge begins. This original lull in the action gives you a chance to get into the game, but whether you'll still be playing by then is another matter. Teetering between addictive and tedious, it takes effort to pass through the easier stages to reach the challenge but it's worth it to a point. Retro fans will love it, many will be converted and some will hate it – take your pick.

MARTIN MATHERS



RATING

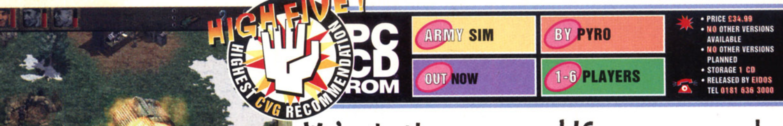








It might not be everyone's cup of cha, but don't let that stop you trying it. The olden days of gaming really were this good...



We're in the army now! If you ever wondered what it would be like to be in your own version of Bravo Two Zero, then look no further than *Commandos: Behind Enemy Lines.*

You've been dropped in behind the enemies guards, but you've been separated from your other team members. Troops are patrolling all around you and the Germans are on full alert. You have to rendezvous with the other members of your unit in order to take out the relay site at the top of the map. Knuckle down and head for the first guard. He's turned his back, and the Green Beret is in like a flash, and before you know it, the limp body of the guard is being hidden in foliage. Meanwhile, the marine is quietly disposing of all the troops keeping an eye out on the inflatable dingy. Obviously, that eye wasn't enough. The boat is now in use, and all three of the stranded platoon have been collected together. The relay site is all that stands between you and victory. The enemy troop operating the machine gun is facing the wrong way. The Beret once again slits his throat and the gunner takes over the awesome weapon. Ten rounds later, and all the troops are dead. The Beret moves the explosive barrels next to the site and the gunner blows the whole lot up. Welcome to *Commandos* territory.



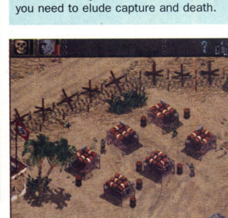
This guard boat will make mincemeat from any of your soldiers if they don't seek cover.

LET'S GO TO WORK

There are a total of seven different soldiers you can command during a particular mission, and the computer selects all of the necessary ones for you at the start. All you have to do, is work out which ones are the best to use. The training mode is best to give you the knowledge of the skills and abilities of the men. Each soldier has a set scenario within the training section, where you get to test out everything they can do. You can also watch the computer run you through the basics too, with a recorded demo of one of the programmers playing. These are very useful sections indeed as it'll give you the sneaky, almost undercover edge you need to elude capture and death.



The trap is set, with the decoy just behind it. The German will investigate the decoy and get snagged!





LAMBS TO THE SLAUGHTER

The Beret and the Snapper can combine to pull off one of the best, most satisfying and funniest moves in the whole game. First, select the Snapper and lay the trap so that it's just protruding from the edge of the wall. Then, crawl away and let the Beret move in so that we can drop the decoy. Set off the decoy, and the noise will cause the guard to come and investigate. Three, two, one – BOOM and he's been snagged in the trap for an easy kill. The trap is often an effective way to take out groups of foot soldiers who are patrolling a area you need to get into. It takes patience, but you can slowly pick off one member at a time because they panic a bit once one of their own dies, but go back to their patrol route a couple of seconds later. All you do is reset the trap and wait again. Don't forget though, that you have to pick the trap up to make it live again, and don't leave it at the last point you used it either. Nothing more annoying than that.

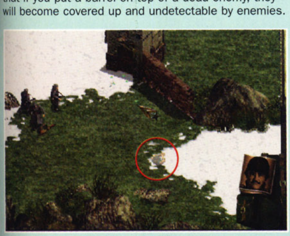






BAD TO THE BONE

A special mention must go to the Beret, Jake 'Butcher' O'Hara. He is not only the toughest and most brutal of the group, but he also possesses the most satisfying array of moves in the game. The knife and the handgun are standard weapons, but because of his strength, he has a couple of other useful additions to his arsenal. He is the only guy who is strong enough to be able to pick up the bodies of dead enemies, so disposal is a key element in his favour. He is also the guy you need to position the explosive barrels to blow up specific targets. It is also worth noting that if you put a barrel on top of a dead enemy, they will become covered up and undetectable by enemies.

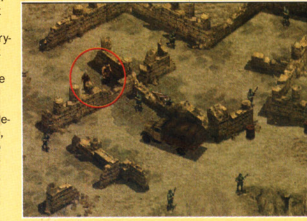


Check out this awesome move. First, select the shovel and then dig yourself into the snow. The enemies cannot see you as long as you're in this position, so you can spring from the snow and start slitting some throats! Yeah boyee!

You're given various scores at the end of a mission, and a rank depending on your success.

MIND YOUR BACKS, COMING THROUGH!

The driver is another cool character for the simple reason, he can pilot anything! Once you've cleared a path to a specific vehicle, pile everybody you can in (that could be just the driver if it's the motorbike or everyone if it's a tank!) and trundle on through! If you are fortunate enough to find yourself in possession of the tank, you're almost indestructible! Standard machine guns, and even mounted weapons do no damage against these beasts, giving you all the time in the world to take aim and unload some tank rounds into the foot soldiers! The size of the craft though, means you'll only have a small area to drive in, before it gets stuck and cannot go any further. Any turret style guns can be use too. If you want to see what items and cars etc he can use, just select him and move the pointer over the object in question. If it changes to a moving lever, it means he can climb in. The same goes for all the other characters too. Oh, and one other thing, if you want to exit the vehicle you're in, all you have to do is click on the photo in your knapsack and they'll jump out or off.



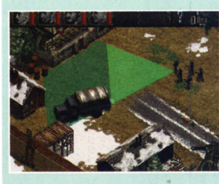
ONE FOR THE MASSES!

We know that most of you don't get the chance to experience multiplayer PC gaming, but *Commandos* does incorporate this feature for those that are lucky enough. Players can play over the Net or via a Local Area Network to get missions done in double quick time. You play the normal one player missions, but obviously take control of one, maybe two characters depending on how many are playing. There are some potential downfalls playing like this. If one guy makes a mistake, then the whole stage is messed up because you need all of the troops alive to complete a stage. Also, communication is difficult unless you're sitting next to the people you're playing with. Holding CTRL and pressing C brings up a notepad, and Z lets you type messages. This is often too slow though, as by the time you've typed in a message telling someone they're about to be spotted, they'll be dead meat!



FIELD OF VISION

The enemies field of vision is something you must get used to checking, because otherwise you'll end up running into their sight and a belly full of bullets. There are a couple of ways to check if the area you want to run into is in an enemies FOV. One is to hold shift and click on the troop you think may spot you. A soldiers sight is split up into two sections. The light green part is where they can see you whatever you're doing. The dark green however, means they'll only spot you if you're standing up in that area. Crawling through it is not a problem, and you will be safe. The other way is similar to this, but works in a slightly different way. Hold shift again and click onto an area you wish to stand, or run to. A small red cross will appear and will stay if you're safe to go there.



CVG OPINION

When I see a game like this, it baffles me to think why nobody thought of it sooner! Quite simply, *Commandos* is one of the best games I have played this year. The mix of atmosphere, originality and quality makes it so enjoyable to play. It's strangely funny as well. You cannot help raise a chuckle as an unsuspecting enemy comes inquisitively round the corner, only to be practically snapped in half by your traps! Timing your attacks so that you don't get spotted, hiding behind houses and popping out to stab a couple of enemies in the back and just planning the entire level. It requires use of common sense and clever thinking, something you cannot say about too many games at the moment. The graphics work really well, and you don't need any flash graphics cards to run it either. If you want a refreshing change to the glut of football/*Quake*/driving sims flooding the PC at the moment, *Commandos* is the easy choice to satisfy your needs. An absolutely awesome game.

STEVE KEY



Hardcore gaming at it's very best. It's instantly appealing, and is still one of the toughest games around. Just buy it now, OK?









PC CD ROM

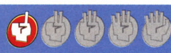
NIGHTMARE CREATURES

You may assume that any game set in the heart of good ole London town might contain cockles, pie 'n' mash and pearly queens. *Nightmare Creatures*, on the other hand, doesn't. What it does have is plenty of gut-wrenching swordplay and killing of blood-thirsty demons. But it isn't as good as it sounds – a bizarre mixture of *Tomb Raider*-style adventure and *SoulBlade* combat leaves this game floundering to define exactly what it is. There's plenty of exploring and power-ups as well as the obvious missions to solve, but the fighting gets dull pretty quickly (slash, block, repeat) and there's little in the way of pure excitement. The movement is sluggish, and reaching the graphical detail pictured on the box requires an expensive, super fast PC. **ABDUL MONTAQIM**

- ADVENTURE
- JULY RELEASE
- BY KALISTO
- 1 PLAYER

- PRICE £ TBA
- PLAYSTATION VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY ACTIVISION
- TEL 01895 456 700

There's plenty of gut-wrenching swordplay, but who ate all the pie 'n' mash?


PlayStation

TENDER LOVING CARE

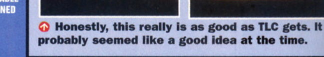
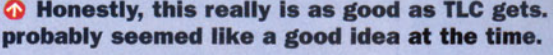
The world of videogames has its ups and downs. Sadly, *Tender Loving Care* most definitely represents one of its downs by being an interactive movie. The past has proven that full-motion video games are crap. But wait! Is *Tender Loving Care* any different? Well, no it isn't. In fact it's worse – imagine *7th Guest* with all the puzzles and fun removed. The aim of the game is simple: by answering questions with either True, False or No Opinion, you affect the way the movie sequences run, and, er, that's it. No action, no excitement and definitely NO FUN – just some movies of John Hurt and questions asking if you like looking in people's windows at night. It's a good job the manual states that Aftermath accept no medical or legal responsibility for your emotional reactions to all this, or I'd be on the phone to my lawyer. **ABDUL MONTAQIM**






- INTERACTIVE MOVIE
- JULY RELEASE
- BY AFTERMATH
- 1 PLAYER

- PRICE £39.99
- NO PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 4 CD
- PUBLISHED BY FUNSOFT
- TEL 0171 240 3121

Honestly, this really is as good as TLC gets. It probably seemed like a good idea at the time.



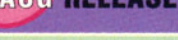



PlayStation

N_2O

Insects are normally not the first thing you'd think of when you consider any worthwhile shoot-'em-up. But with N_2O, bugs – or destroying them – is where it's at. Set inside over 30 different "loop" tunnels, your mission is to seek out and vaporise anything looking remotely bug-like. If you think this sounds easy, you'd be wrong. You see, your craft is powered by N_2O gas and as the baddies release this gas when killed you have a problem. Basically the more you kill, the faster you fly until everything becomes a headache-inducing blur. With tons of different creepy crawlies to blast, loads of power-up weapons, plus big-mama insects entering the fray, there's plenty of action here. There's also a kickin' soundtrack from "Crystal Method", rivalling anything Wipeout can throw at us. Blasting action at its best! **ABDUL MONTAQIM**







- SHOOT-'EM-UP
- AUG RELEASE
- BY GREMLIN
- 1-2 PLAYERS

- PRICE £39.99
- NO PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY DMA
- TEL 01382 561 333



Playing N_2O is like eating a large bag of sherbet. Nice, but it messes with your head.






PlayStation

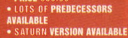
STREETFIGHTER COLLECTION

Right now, there seems to be as many *StreetFighter* games as there are football games on TV. *StreetFighter Collection* is a recap on the originals, which left an ever-lasting impression on those who played them. The only draw-back of the games is the loading times on CD. Here, we have *Super StreetFighter 2* and *Super StreetFighter 2 Turbo*. These have been kept more or less the same as the original arcade versions, which is fantastic for fans of this series. *Super SF2* now shows its age, since it is pretty slow. However *Super SF2* Turbo definitely manages to re-light the fire. Maybe the experience is one that will be enjoyed by die-hard fans only. However, everyone should go crazy for *SF Alpha 2 Dash*. It's a re-tuning of the original that is possibly the most definitive *SF*, with new modes, moves and the return of Cammy. **ABDUL MONTAQIM**



- 2D FIGHTING
- JULY RELEASE
- BY CAPCOM
- 1-2 PLAYERS





- PRICE £39.99
- LOTS OF PREDECESSORS AVAILABLE
- SATURN VERSION AVAILABLE
- STORAGE 2 CDS
- PUBLISHED BY VIRGIN
- TEL 0171 368 2255






Playing old *StreetFighter* is like going back to your music collection. Still some great moments!





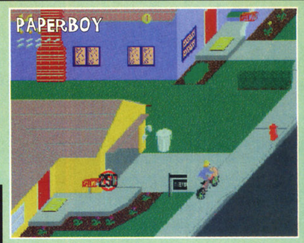
ATARI GREATEST HITS 2



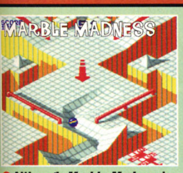
And so Atari carry on with the sequel in what hopes to be a long run of retro classic collections – the third instalment is already on the way! While the first disc whetted our appetites, the second pulls no punches by bringing back games virtually all gamers will know. *Marble Madness*, *Gauntlet* and *Paperboy* stopped many kids doing their homework when they were first released in the arcades and now arcade-perfect versions (no matter how dated they look) are here for your pleasure. You've also got simple yet addictive games to go along with the classics such as *Millipede*, which makes up for looks by being the most frantic shoot-'em-up around. And *Crystal Castles*, the least well known of the titles and yet oddly the most playable. But it's not all good news, folks – the last game of the collection, *Road Blasters*, is the monkey's armpit, with jerky graphics and virtually no gameplay, which is why we've excluded it from the round-up. It's worth a look for nostalgia fans and those looking for a real taste of gameplay. **ABDUL MONTAQIM**

- RETRO GAMING
- JULY RELEASE
- BY MIDWAY
- 1-2 PLAYERS

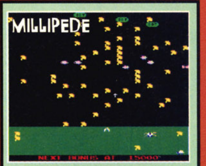
- PRICE £TBA
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY GT INTERACTIVE
- TEL 0171 258 3791



Relive your teenage years and play the game that started the BMX revolution. Apparently. The graphics appear to be slightly fuzzy – but that's authentic retro for you.



Although *Marble Madness*'s controls are slightly sluggish, it seems to only enhance the challenge of this classic puzzler. The cream of the CD, we reckon.



***Millipede* looks every bit as good as the original version did – but then the original wasn't all that good anyway! Still, it's an addictive and hectic blast-'em-up.**



The collection's dark horse. Hardly anyone remembers this, but it offers a huge challenge and rivals *Marble Madness* for the crown of 'Top Classic Game' on this disc.



The original multi-player experience. Everything from the arcade version is intact, right down to the grating computer voices. Top retro action.




SHINING FORCE 3



One of Sega's final official Saturn titles has a great pedigree – the Megadrive predecessors were great battle RPGs, and this new game is even better. Mixing *Grandia*-style RPG action with the epic *Shining* fights is a great idea, made all the better by some of the best visual effects yet to emanate from the Sega machine. Another great aspect of the game is its open-ended structure – your performance in battle scenes directly affects the story, with multiple outcomes affecting the overall plot of the game. But *Shining Force 3* excels in its epic fight scenes. The graphics are always pretty, functional on the map scenes and spectacular to behold on the one-on-one battling cut-scenes – and watching your characters develop from small-fry into mighty warriors during the course of the game is immensely satisfying. In all, highly recommended and a must buy for any one even remotely interested in RPGs. **RICH LEADBETTER**

- RPG
- JULY RELEASE
- BY SEGA
- 1 PLAYER

- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SEGA
- TEL 0181 996 4620



***Shining Force 3* has immensely satisfying gameplay and awesome battles scenes.**




CIRCUIT BREAKERS



Since the release of *Gran Turismo*, all subsequent racing games have had to measure up to the standard that it set. But I'm not going to compare the two, as *Circuit Breakers* isn't trying to be *Gran Turismo*. Imagine instead a slightly better version of *Micro Machines 3* and you might get the picture. Okay, so the camera movement is slightly annoying. The power-ups – even though there are loads of them – don't really seem very effective. And it always seems that, no matter how hard you push it, the computer cars are always ahead of you. But none of that really matters to me – you see, it's fun. And that's what computer games are all about, right? So if you're looking for a simple and enjoyable racer that you can really play with your mates, look no further than this little beauty. As a racing game, it has most of what it requires to be worthwhile. **ABDUL MONTAQIM**

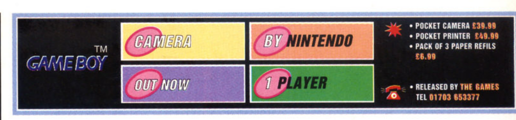
- MINI-RACING
- OUT JULY
- BY SUPERSONIC
- 1-4 PLAYERS

- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY MINDSCAPE
- TEL 01444 246333



Fast, fun... and any another word that begins with an 'F'. Er... falling. That's *Circuit Breakers*!





The Game Boy revival continues with the official UK release of two brand new add-ons. The snap-happy Pocket Camera and the little sticker making Pocket Printer.

GAME BOY
POCKET CAMERA AND PRINTER

If ever there was a reason for you to rescue your Game Boy from years of neglect, then this is it. The Pocket Camera is a piece of equipment to get creative minds playing. It's a digital camera that can store up to 30 images. For those that think taking pictures is boring, then why not test your skills on animation or trick photography. You can swap your pictures with your friends, and if you have a Pocket Printer, then you can even make your own stickers. But that's not all the the little gadget can do, as we will now try to demonstrate.

WORK WITH ME, LUVVIE

Taking pictures with the Pocket Camera is simple. Just select Shoot from the menu, and then wait a second as the lens adjusts to the light. If the picture quality isn't quite right you can adjust the brightness and contrast. The camera can swivel through 180-degrees, so you can even take self portraits.



Adjust the brightness and contrast with the D-pad, then snap away once you're happy.

ADD SPECIAL EFFETCS

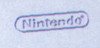
This is where the fun really begins. Select a picture you wish to modify, then choose to alter the image with stamps (clip art) or doodle (drawing on top). The clip art includes comedy eyes and teeth. You can also add trick effects while you take a picture. Choose Magic from the menu, and you arrive at the Shutterbug sub-menu. From here there is a choice of trick lenses, or you can make a montage or panorama from several pictures. Or best of all make a game face.



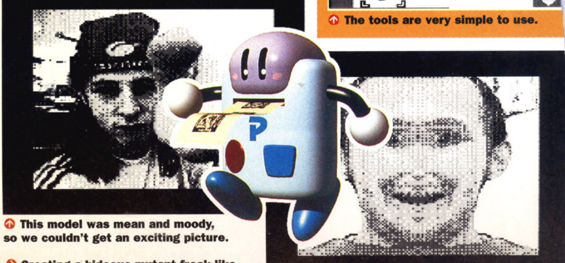


The tools are very simple to use.









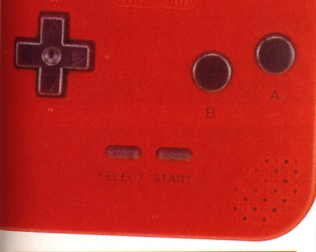
This model was mean and moody, so we couldn't get an exciting picture.

Creating a hideous mutant freak like this is only a button press away!









CARTOON TIME

The camera has a time delay mode. This means you can set it up to take a series of pictures automatically. It also means you can use the Pocket Camera to make animations. In the instruction manual there are even tips of how to photograph your own line drawings. If you're a secret agent you can also use the time delay mode to spy on people. By leaving your camera in a hidden place. Cool.



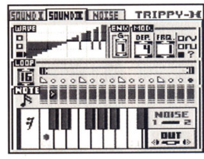
Subtle effects like this, help to make your animation better.

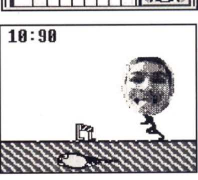
Watch all your picures in one sitting, with the cute little auto slide show.

BLOCK ROKING BEATS

There are several small games that can be played on the Pocket Camera, where you're the star. Before you play, you must shoot a game face. This is a series of four pictures, where you must position your face within a small circle, and press shoot. Now when you play the games, you'll see your face. Juggling and Space Fever are simple games, but DJ is as creative as taking pictures. In the DJ game, you can make new sounds, and compose tracks. It's basic, but fun.

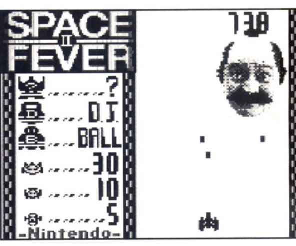


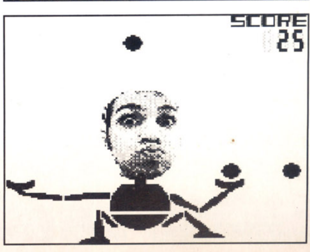






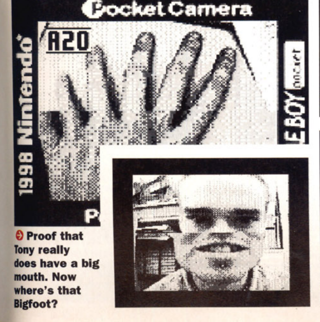
Play Space Fever well to earn this secret running game.





STICK 'EM UP!

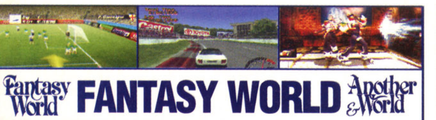
Once you're pleased with the pictures you've created, why not make them permanent. Select a frame, and then with the Pocket Printer, make a sticker. The printer comes with a unique link cable, that also allows you to swap pictures with other Game Boys. The Pocket Printer has been designed so that future Game Boy games can use it. We'll have to wait and see how developers utilise this new equipment.



Proof that Tony really does have a big mouth. Now where's that Bigfoot?







FANTASY WORLD

Fantasy World · Another World

10 Market Square Arcade, Hanley, Stoke on Trent ST1 1NU

IMPORT AND MAIL UK ORDER
YOU CAN VISIT US AT THE ABOVE ADDRESS

TEL: 0498 897770 01782 279294

PLAYSTATION

BRAVE FENCER MUSASHIDEN (INC FF8 DEMO)
POCKET FIGHTER
RIVAL SCHOOLS (CAPCOM)
SOUKAIGI (3 DISCS) (SQUARE)
SHADOW TOWER
GRANSTREAM SAGA (USA)
AZURE DREAMS (USA)
GUILTY GEAR
I.S.S. 2 (FRANCE 98) (KONAMI)
SILOUETTE MIRAGE
LEGEND OF B.L.U.E WATER
SOL DIVIDE
CHORO Q MARINE BOAT
ALL JAPAN GT CAR CHAMP
ERA OF SHOOTER (CAPCOM)
CRISIS BEAT
DARK MESSIAH
THUNDERFORCE V P.S
X-MEN VS STREETFIGHTER (USA)
STAR OCEAN 2
TEKKEN 3
OVERBLOOD 2

SEGA SATURN

CASTLEVANIAN
METAL SLUG
DEEP FEAR
SENGOKU ACE II
VAMPIRE SAVIOR
CHORO Q PARK
RADIANT SILVER GUN
SEGA ACES GALAXY FORCE 2
X-MEN VS. STREETFIGHTER
GRANDIA
CAPCOM DUNGEONS AND DRAGONS COLLECTION
CAPCOM 1941 COLLECTION
CAPCOM GHOULS & GHOSTS COLLECTION
SAVAKI (KICK BOXING)
SOL DIVIDE
POCKET FIGHTER
ASTRA SUPERSTARS
IMAGE FIGHT, K MULTIPLY
LUNAR 2 ETERNAL BLUE
GT 24
PANZER SAGA (USA)

NINTENDO 64

MISSION IMPOSSIBLE
BANJO & KAZOOIE
F.ZERO X
STAR SOLDIER
QUEST 64
VIRTUAL CHESS
1080 SNOWBOARDING
ALL STAR BASEBALL
W.W.F WARZONE
GT RACING
FLYING DRAGON
RAKUGA KIDS
ROBOT SPIRITS

GAME MUSIC

FFVII ORIG JAPAN, PARASITE EVE, TEKKEN 3, NINJA TENCHU, BIOHAZARD 2, CHRONO TRIGGER, SECRET OF NINJA 2, XENOGEARS

NOW IN STOCK:

GAMEBOY LIGHT (SILVER OR GOLD), GAMEBOY POCKET CAMERA, GAMEBOY POCKET PRINTER

WALLSCROLLS INCLUDE FFVII, GHOST IN SHELL, KING OF FIGHTERS, STREETFIGHTER AKIRA

JAPANESE/US PSX / N64 SYSTEMS IN STOCK

WE ALSO TRDE AS 'ANOTHER WORLD' AT:
NOTTINGHAM: 11 MARKET ST Tel. 0115 948 4122
DERBY: 42-43 CASTLEFIELDS MAINCENTRE Tel. 01332 206606
LEICESTER: 23 SILVER ST Tel. 0116 251 5266

please send large SAE for catalogue - Ask for Colin Dimond on all import queries







THE KART KLUB

- Est 1994 -

NEW & USED GAMES, CONSOLES
Bought, Sold & Part Exchanged

1000's of games in stock including:

PSX

Elemental Gearbolt(US)	£57.99
Tekken III (Jap)	£39.99
Metal Slug (Jap)	£57.99
Pocket Fighter (Jap)	£56.99
Point Blank with GunCon (US)	£64.99

N64

F Zero X	£59.99
Mission Impossible	£CALL
1080 Snowboarding (US)	£64.99
Quest 64	£64.99

SATURN

Radiant Silvergun	£CALL
Xmen vs Streetfighter + RAM	£64.99
Vampire Savior + RAM	£64.99
Metal Slug	£54.99

SEGA
- Mastersystem
- Megadrive
- Gamegear
- Saturn

Nintendo
- Gameboy
- Supernintendo
- Nes



Exchange your game(s) through the post for a reliable 1st class free delivery service. Please phone for a part exchange price for your game(s)

OFFICIAL PLAYSTATION CENTRE

Unit 34-35 INSHOPS, THE WELLINGTON CENTRE, ALDERSHOT GU11 1DB
Open 9.00am-5.30pm Mon-Sat
(Also at Blackbushe Market, Row M1288 Sunday)

Tel: 01252 34 37 37



mail order video gaming
UK / IMPORT
Tel: 0181 3390 666
NEW / USED
www.next-gen.co.uk

N64 DEVICE & PERIPHERALS

UNIVERSAL PLAYSTATION VALUE PACK £120!!

SEGA SATURN CONVERSION £39

PLAY ANY CD ON YOUR SATURN - INCLUDES UK, US, JAP CDR WITH 50/60HZ.

SEGA SATURN GAMES U.S: Street Fighter Collection..X-Men versus Street Fighter..Vampire Savior..Burning Rangers..House of the Dead

UNIVERSAL SATURNS AVAILABLE £xx • SATURN I.C £25

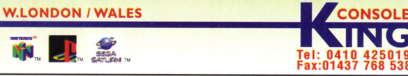
LATEST PLAYSTATION, SATURN AND N64 GAMES AND DEVICES AVAILABLE

CONSOLE KING CHEAPER THAN ANY OTHER UK IMPORTER

SIMPLE METHOD OF PAYMENT - PAY INTO THE KING BANK ON ANY HIGH STREET BEFORE 12:30 FOR NEXT DAY DELIVERY

W.LONDON / WALES

CONSOLE KING



Tel: 0410 425019
Fax:01437 768 538

WILD IMPORTS

TEL-01908 640040 *OR* 0468 403341 FAX-01908 640162 EMAIL:IMPORTS1@AOL.COM

U.S.A. DVD MOVIES

STARSHIP TROOPERS
TOMMOROW NEVER DIES
AS GOOD AS IT GETS
ARMAGEDDON
GI JANE
REPLACEMENT KILLERS
U.S. MARSHALLS
DESPERATE MEASURES
THE JACKEL
MONEY TALKS
RED CORNER
SCREAM 2
THE MAN WHO KNEW TO LITTLE
BOOGIE NIGHTS
COP LAND
MIMIC
DECONSTRUCTION HARRY
SPHERE

U.S DVD PLAYERS

PANASONIC A300	£549.99
PIONEER DVL 909	£CALL
PANASONIC A110	£429.99
TOSHIBA SD3107	£479.99
ALL REGION CHIPPING	£BEST PRICE

MANY MORE TITLES AVAILABLE PLEASE CALL

ALL THE LATEST U.S & JAP PLAYSTATION AND N64 GAMES AVAILABLE AT UNBEATABLE PRICES

TACTICS OGRE (US) £44.99
VIGILANTE 8 (US) £44.99
1080 SNOWBARDING (US) £49.99
MORTAL KOMBAT 4 (US) £44.99
BREATH OF FIRE 3 (US) CALL
QUAKE 64 (US) £49.99
TEKKEN 3 (US) £44.99
SCORPIAN GUN (JAP) £CALL
BANJO & KAZOOIE £49.99
X MEN VS STREETFIGHTER (US) £44.99
SANFRAN RUSH (US) £39.99
MISSION IMPOSSIBLE (US) £49.99
FINAL FANTASY TACTICS (US) £39.99
PAIFALL 3D (US) £34.99
V64 £CALL

NEXT DAY DELIVERY AVAILABLE ON ALL PRODUCTS! TRANSAX: CHEQUES CLEARED INSTANTLY

WE WILL TRY TO BEAT ANY ADVERTISED PRICE!

ALL MAIL TO: WILD IMPORTS PO BOX 3503
MILTON KEYNES MK3 7ZS OPEN MON-SAT 10AM-7PM
WILD IMPORTS, 47 BRUNEL BUSINESS CENTRE, THE CONCOURSE, BLETCHLEY, BUCKS, MK 2 2ES



GAME TEK

Tel: 0403 217829
Fax: 01908 392963 Email:GAMETEK@AOL.COM

PLAYSTATiON CONVERSiON £14.99

Have your playstation converted to run UK, US, and JAP games US and JAP games run full screen (no borders) and full speed only £14.99 prewired with full fitting instructions ("FREE" fitting service, call for details.)
PSX RGB scart lead only £5 when bought with conversion kit

UNiVERSAL PLAYSTATiON £149.99

Plays UK, US, Jap games and includes 2 joypads, memory card, scart lead & 1 year warranty

ROAD RASH 3D (US)
WCW NITRO (US)
TEKKEN 3 (US)
MORTAL KOMBAT 4 (US)
FINAL FANTASY TACTICS (US)
VIGILANTE 8 (US)
BREATH OF FIRE III (US)
TACTICS OGRE (US)
BLASTO (US)
XMEN VS STREETFIGHTER (US)
WWF WARZONE (US)
C-CONTRA ADVENTURE (US)
MISSION IMPOSSIBLE (US)
BANJO & KAZOOIE (US)

DUAL SHOCK PADS £22.99
1 MEG M CARDS £11.99
SCORPIAN GUN (JAP) £19.99
DX 256 ADAPTOR £CALL

Next day delivery available on all products!
Transax: cheques cleared instantly
WE WILL TRY TO BEAT ANY ADVERTISED PRICE!
OPEN MON-SAT 10am-7pm
Game Tek, PO BOX 3115, MILTON KEYNES MK6 3BT

GREYFOX GAMES

グレー フォックス ゲームズ

THE LATEST IMPORT TITLES AT EXCELLENT PRICES!

SATURN

GUN GRIFFON 2	£44.99
VAMPIRE SAVIOUR	£44.99
BATTLE GARREGA	£44.99
POCKET FIGHTER	£CALL
RADIANT SILVER GUN	£CALL
CASTLEVANIA	£CALL
SHINING FORCE 3(US)	£CALL

PLAYSTATION

BREATH OF FIRE 3	£41.99
FF TACTICS	£44.99
DARIUS G	£44.99
PARASITE EVE	£44.99
TEKKEN 3	£44.99

METAL GEAR SOLID (OCT)

PLEASE CALL FOR LATEST U.S. RPG'S

CALL FOR N64 PRICES

FOR A FREE PRICE LIST OF ALL OUR GAMES, SEND AN S.A.E. TO:

GREYFOX GAMES, 34 ROUNDHAYE, PUCKERIDGE, HERTFORDSHIRE, SG11 1SW

TEL/FAX: 01920 822 799

PLEASE MAKE CHEQUES AND POSTAL ORDERS PAYABLE TO GREYFOX GAMES
HOURS: MON-FRI 6PM-8PM, SAT+SUN 9AM-5PM



The World's First Classic Software & Hardware Retailer

ATARI DIDN'T INVENT THE VIDEO GAME!

TRAVEL BACK TO 1972 FOR A FULL EXPOSE ON THE CONSOLE THAT CHANGED THE WORLD AS WE KNOW IT

ISSUE 16 OUT NOW

Retrogames brings you all the news on rare machines and games from around the globe, and is written by established computer games journalist Jason Moore. Our intelligent and informative style has helped to make us the longest running, and most popular retro fanzine in the world. If you are a video games collector, or serious gamer, look no further...

EVERY ISSUE CHECK OUT OUR PRICE LISTING OF OVER 5000 ITEMS ON 50 FORMATS!

RETROGAMES - Magazine with full directory £2.50
(Full directory of articles available in issue 12)

GAMEFINDER - Directory of over 5000 games - £1.00
(All retro - Over 50 formats + Over 100 Systems + Over 100 handhelds)

Cheque or Postal Orders Made payable to "J Moore", C/O :
RETROGAMES (CVG) : 61 BACCARA GROVE: BLETCHLEY
MILTON KEYNES : MK2 3AS 0181 203 8868

BEWARE OF IMITATIONS

SONY · AMIGA

ARCADIA

WE BUY + SELL + PART EXCHANGE + REPAIR

CONSOLE CONVERSIONS
CONSOLE REPAIRS
PSX - SATURN - N64 ECT - GAME DEIVCES
FREE ESTIMATES PLUS POSTAL SERVICE AVAILABLE

D.I.Y. CONSOLE CONVERSIONS KITS AVAILABLE
£££ BEST PRICES £££
QUANTITY DISCOUNT AVAILABLE
PSX MOD CHIPS AVAILABLE - CALL
ALSO COLOUR MOD KITS AVAILABLE

VIDEO CD's ADD ON AVAILABLE

CALL (0113) 231 9845

or MOBILE NUMBER 0589 054306 (anytime)
143 TONG RD., ARMLEY, LEEDS LS12 1QJ
OPEN EVERY DAY INCLUDING SUNDAY, EXCEPT TUESDAY - CLOSED ALL DAY

ARCADE

No stopping this series, so don't even try. The latest in the Alpha string brings back some of the fighting world's No.1 favourites!

FIGHTING GAME	BY CAPCOM
TESTING NOW	1-2 PLAYERS
• NO OTHER VERSION PLANNED • DISTRIBUTED BY ELECTROCOIN	• SYSTEM CP-SYSTEM II • STANDARD UPRIGHT CABINET

STREET FIGHTER ALPHA 3



We're going crazy over the idea of this game, since it marks the return of classic characters, with the greatest moves. This is the power of Capcom – that fans are kept starving for their heroes, AND are never disappointed when they finally return. PLUS Capcom always deliver with game-play refinements which refresh the whole strategy – for another 24 months at least... Here's the 'what's new'.

MAGNIFICENT SEVEN

Street Fighter Alpha 3 reunites old-timers Ken and Ryu with classic World Warriors Blanka, Vega, E Honda, and Cammy. From even further back in Capcom's catalogue of the coolest, and fresh out of jail it seems, is Cody – star of the definitive beat 'em up, *Final Fight*.

Aiming to define themselves as legitimate next-generation fighters are Karin (Japan), and Rainbow Mika (Russia). These stand as elaborate alternatives to Sakura and Zangief respectively.

INTRODUCING: THE BRILLIANT...

KARIN

Plays like a cross between Sakura, and *Super SF* Bruce Lee-a-like Fei-Long.











RAINBOW MIKA

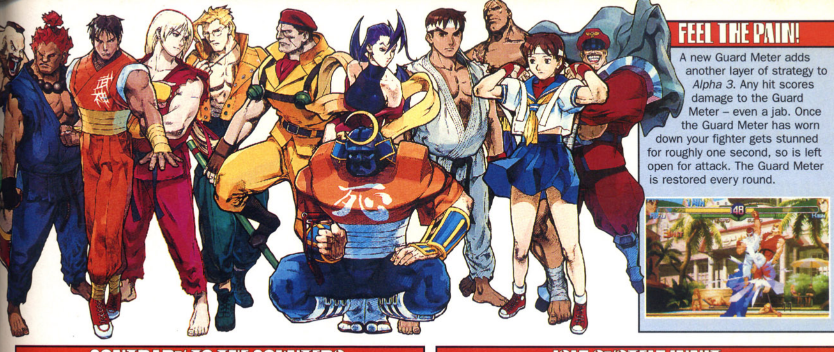
Plays similar to Zangief, 'butt' with some 'cheekier' moves at her disposal.











FEEL THE PAIN!

A new Guard Meter adds another layer of strategy to *Alpha 3*. Any hit scores damage to the Guard Meter – even a jab. Once the Guard Meter has worn down your fighter gets stunned for roughly one second, so is left open for attack. The Guard Meter is restored every round.

CONTRARY TO THE COUNTERS

The *Street Fighter Alpha* series introduced the Alpha Counter, in which you can reverse an opponent's attack with a simple technique. It requires one bar off the Super Gauge to execute. For whatever reason, Capcom have modified the Alpha counter system in *Street Fighter Alpha 3* to inflict much less damage. These are only used in a tight corner now, so the fights are even less defensive.





ISM SYSTEM INNIT

Whenever Capcom update the *SF* system, there are always those who would prefer it this way or that way better. The ISM modes are included to keep everyone happy. After choosing your character, the ISM Select allows players to determine the game system which suits you best.

X-ISM





You only get one predetermined super move, as in *Super Street Fighter Turbo*. In fact a couple of moves lost from *SSF Turbo* are back – including Chun-Li's Spinning Bird Kick, and M Bison's Psycho Crusher.

A-ISM





Same as the system in *Street Fighter Alpha* – three stages of power in the Super Gauge, but you can't try a Custom Combo (as in *Street Fighter Alpha 2*). Hence the name A.

V-ISM





Update of the Custom Combo system. The Variation Combo allows characters full freedom of movement – as opposed to being only allowed to speed-link attacks. You can also Variation Combo with only 50% of the Super Gauge.

RETURN OF THE JUGGLE

Juggling other fighters (keeping them off the ground with a string of attacks) is now a staple in any great fighting game. In *SFA 3* juggling is kept under control by restricting the amount, and type of, hits inflicted on an opponent. You'll need to learn the maximum combinations for these combos. It's tougher still to maintain a good juggle, since the victim can flip out of the falling position and come back with an air attack. It's all timing, as usual. You'll work it out.



There are four random-select boxes, whose purpose is unknown. Four extra secret characters maybe?!

CODY

Retains his knife/stone throwing antics from the *Final Fight* days. Very cool!









ATTACK! ATTACK! ATTACK!

The first *Street Fighter* in ages to seriously force a change of strategy from lazy players. The addition of the Guard Meter, the Variation Combo system, and the modified Alpha Counters make it hard for players to play the waiting game. It's full on action all the way! Play it soon as you get the chance!



ARCADE



Stand by for a first look at AM2's astounding new fighting game, coming to an arcade with a lot of money near you soon!

3D FIGHTING GAME	BY AM2
OUT OCTOBER	1-16 PLAYERS
• DREAMCAST VERSION RUMOURED	• MODEL 3 STEP 2
• DISTRIBUTED BY DEITH LEISURE	• CABINET UNSPECIFIED

SPIKE

Spike is the kind of game idea dreams are made of – AM2, one of the most respected game developers in the world, using fantastic new arcade hardware to make a fighting game for 16 players at once!

This big selection of fighters has been designed by the people who created the classic *Virtua Fighter 3* characters, while the enormous fighting arenas set around a fictional cityscape have been built from scratch by those responsible for *Scud Race*'s incredible architecture.

As well as a team with flawless credentials, AM2 have also used the world's most powerful arcade board – Sega's Model 3 Step 2 – along with all-new optic fibre technology to allow more players than ever before.

AM2 AM R&D DEPT.#2

THE MEAN SIXTEEN

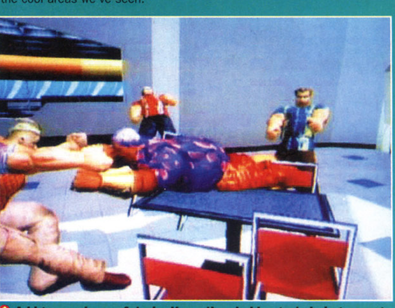
Of course, the most exciting and original feature of *Spike* is that it lets more people play at once than ever before in an arcade game. Sixteen machines are linked together with ultra-fast optic fibre cables so that you can either compete with a big bunch of friends or even a load of computer fighters. During fights you can do pretty much what you want – take everyone on at once or even help out one of your friends if you see them in trouble. Combined moves are also possible, where one fighter holds someone still while another beats him around the face! You can even take out a group of people in one go by throwing another fighter into them!



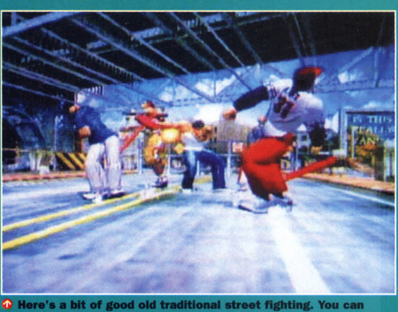
TAKE TO THE STREETS

Spike's fights take place all around a big city. You can run anywhere you want in your current area to either avoid or find trouble, and this means that fights can break out in all manner of odd places. Here are a few of the cool areas we've seen:


Fighting on a moving escalator! Run the wrong way up it, then throw everyone else down to the bottom!


A big scrap in a cafeteria. Here, the chubby guy's being swung around, knocking fighters and chairs flying!


Fight it out in the new releases section of a big record store.


Here's a bit of good old traditional street fighting. You can climb up the fire escapes too, you know.

HE'S USING THE CHAIR! IS THAT LEGAL?

Spike doesn't try to be as realistic as *Virtua Fighter 3*, so instead of concentrating on genuine kung-fu attacks and throws it involves a lot more brawling. You can use the scenery to your advantage, by climbing onto the top of vehicles or bits of furniture and jumping onto players below.

You can even pick up some of the things you come across, such as chairs, and use them as weapons. If you look around you may find something a bit more deadly, such as this crowbar!


It's brutal, but there's no blood - at least in the demo we've seen. In this part of the demo the background blurs out of focus, increasing the dramatic effect.

OVER-THE-TOP OVERLOAD!

Unsurprisingly, considering that the characters were designed by the same team, a lot of *Spike*'s moves are similar to *Virtua Fighter 3*'s. Familiar attacks such as kick-flips, rapid punch combos and quick dashes are common, but *Spike* also features lots of over-the-top action.

Characters perform extra powerful glowing attacks which take time to charge but do enormous damage in one go. Also, players get knocked a long way through the air when hit, slamming violently against walls and other pieces of scenery. You can even knock over a group or line of fighters in one go with these powerful special attacks.




Powering up for the biggest punch you've ever seen. So powerful that it knocks an entire gang flying!!!


After the punch connects! This bad guy hurtles straight for the oil tanker. When he hits the tanker, it shakes!



The original sold the Saturn, and now the sequel hits the arcades. *Daytona 2* is finally here, and it'll be on Dreamcast next!



RACING GAME	BY AM2
OUT OCTOBER	1-16 PLAYERS
• DREAMCAST VERSION RUMOURED	• MODEL 3 STEP 2
• DISTRIBUTED BY DEITH LEISURE	• ???? ?????

AM2 AM R&D DEPT.#2

DAYTONA USA 2 BATTLE ON THE EDGE

© SEGA 1998

Sega's R&D departments have been hard at work for the last year creating massive sequels to some of their biggest ever hits – *Sega Rally*, *Fighting Vipers*, *Virtual On* and now *Daytona USA* have follow-ups which are reaching UK arcades right now! *Daytona USA 2: Battle On The Edge* has all of the features which made the first game so popular, but exaggerates everything to make it even more exciting than before. More players, faster cars, more amazing scenery, and even more spectacular crashes are sure to keep racing fans Battling On The Edge!

BACK TO THE TRACKS

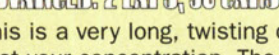
As with the original *Daytona USA*, there are three tracks from which to choose – Beginner, Intermediate and Advanced – each with their own distinctive look and feel.

BEGINNER: 8 LAPS, 40 CARS

The first track is a simple high-speed oval track. As with the first *Daytona's 777 Speedway*, there's a tight corner just before the pit lane which you'll need to look out for, but otherwise it's top speed all the way. The whole circuit is set inside a giant glass dome which looks incredible!

INTERMEDIATE: 4 LAPS, 20 CARS

The Intermediate course is set in some kind of amusement park and is surrounded by some of the most amazing scenery ever! One minute you're speeding through a futuristic space section, then you're down in a sewer system, then a massive skeleton creature crawls along the top of the buildings!



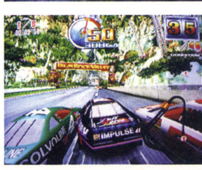
ADVANCED: 2 LAPS, 30 CARS

This is a very long, twisting circuit which will really test your concentration. The scenery is a bit more realistic than the previous two courses, with an impressive dockyard, a freeway section and even a tight city street. You only need to do two laps, but getting through all of the checkpoints in the time limit is sure to be tough.

CRASH AND BURN

With 40 cars speeding around tight circuits you can expect crashes, and *Daytona 2* doesn't disappoint. Cars that hit walls at high speeds can expect major damage, with bodywork flying off and cars exploding in flames. Multiple pile-ups are also more spectacular this time around. To make the race even tougher, all wrecked cars stay on the circuit. Including the much more accident prone computer controlled cars. So expect to see burning shells blocking the racing line during the latter stages of a race





PIT WORK



Should you make it back to the pits, you'll be pleased to see your lovely motion captured pit crew.





High-speed cars, tight corners and some spectacular crashes – it's all here!

LOOKING GOOD

The action looks better than any other Sega racer to date. This is thanks to the power of the Model 3: Step 2 board. The tracks twist and turn right off into the distance. There's also notable roadside attractions, like the huge fully animated skull and limbs that reside above the Advanced track. Best of all are the newly improved collision graphics. Showers of sparks rain down whenever cars touch or scrape along a wall and long trails of smoke are caused when the brakes are slammed.



This very long straight should give you time to build up a colossal speed!



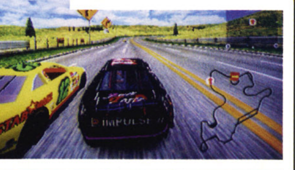
CRRRAASH!! One excellent crash where our car pulverises the other car's ass!

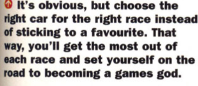










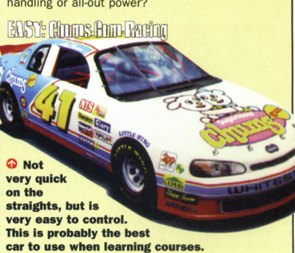


It's obvious, but choose the right car for the right race instead of sticking to a favourite. That way, you'll get the most out of each race and set yourself on the road to becoming a games god.

LOVELY MOTORS

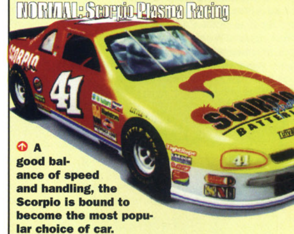
There's now a choice of three cars, each of which comes in Automatic and Manual flavours. It's worth trying them all out to find which one suits your racing style best – do you go for reliable handling or all-out power?

EASY: Chums Gum Racing



Not very quick on the straights, but is very easy to control. This is probably the best car to use when learning courses.

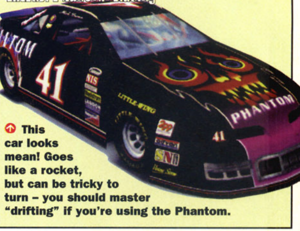
NORMAL: Scorpio Plasma Racing



A good balance of speed and handling, the Scorpio is bound to become the most popular choice of car.



HARD: Phantom Racing

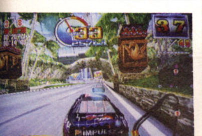


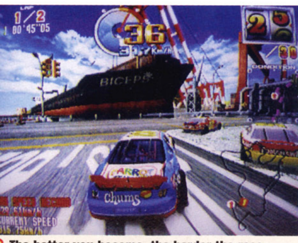
This car looks mean! Goes like a rocket, but can be tricky to turn – you should master "drifting" if you're using the Phantom.

SPEED DEMONS ONLY

There are three different race modes in the game. Beat The Clock is you versus the track, with no other cars to worry about. Real Players Only is just that, no clumsy computer-controlled cars to get in the way of things. Finally No-Assist is for the true professional. This removes the auto-assist that speeds up slower cars and back markers, or in other words – bad drivers. It's the ultimate way to prove who's the best driver.







The better you become, the harder the race becomes. Try it out in different modes.

GIVE 'EM SOME ROAD RAGE

No Sega racing game is complete without a custom built cabinet, and *Daytona 2* is no different. The major new feature for the deluxe cabinet is the "Crash Impact Generator". This hydraulic feature, delivers shocks to the back of the seat and the feet upon impact. There is also a rumble to recreate the engine. The cabinet also houses a 50" projection monitor, a very good size to take in all the action.



NEW GAMES



TRESPASSER

The digital sequel to *Jurassic Park: Lost World*. It's you versus the dinosaurs in a fight for survival, starting at the ruins of Site B on InGen's island. What makes *Trespasser* a first is that all moveable objects in the game have real physics. Meaning that you can build, destroy, and basically just toy with everything you find.

The land belongs to the dinosaurs, among them Raptors, Triceratops, and – good luck – more than one T-Rex. The dinos are artificially intelligent, fully articulated, physically accurate models. They respond to hunger, curiosity, fear, and fury!

You will be truly living the whole experience from sunrise to sunset, taking the fight for survival from the forests to the mountains; claustrophobic industrial areas to vast expanses of beach. Eventually you and the dinosaurs will find each other - fight, or flight it's up to you. Since everything is 'real' you can use anything as a means of self defence. Through stones, fire a gun, or even combine such items to create a distraction then attack. Everyone who hunted down *Trespasser* at E3 agreed that it was one of the best finds of the show.



The dinosaurs are based on those created for the Spielberg movies. Imagine being charged by one of these!



The dinosaurs respond to pain – by wishing to cause you pain back!





ODDWORLD: ABE'S EXODDUS

Another grim tale of the Mudokons unwittingly consuming their own dead, this time in the form of a drink called SoulStorm. Once again only Abe is wise to the situation and leads a revolution, starting from the SoulStorm brewery where Mudokons are digging up bodies for ingredients.



Abe can chat to the slaves using more sophisticated GameSpeak than before. Instead of just replying 'Okay', Mudokons are likely to have their own ideas, and will try their own thing against Abe's wishes. Abe can even apply his powers of possession to control the mind of a Glukkon and make it do his will. But if it all goes wrong, the consequences are much more severe!





You can pilot giant robots in *Prax War*!

PRAX WAR

THE TRUE, INCREDIBLE SEQUEL TO *DUKE NUKEM*. It doesn't star the Duke himself, but at its core is the inventiveness, humour, and technical prowess that made him a success. Rebel Boat Rocker is a development team comprised of the founding members of 3D Realms. Now they've advanced the game, technically and imaginatively. This ain't no *Quake II* rip-off.

Prax War boasts a brand new game engine, plus a selection of great new gameplay ideas. You will be amazed at how complete this 3D world is. You can explore convincing outdoor terrain, as well as indoors. Every feature is modelled in 3D, down to the smallest detail. The gameplay aspect is also thoroughly revamped. It's more dramatic – witness the air strike which destroys a fly-over bridge, and shatters the floor, causing soldiers to hang on for their life. It's more realistic – like when enemy soldiers descend from the ceiling using ropes, instead of just kicking around until you enter the room.



Not a great deal more to give away at this stage, except to prepare you. *Prax War* will be the same threat to *Quake II*, as *Duke Nukem 3D* was to *Quake*.

80% COMPLETE · PlayStation · 3D ACTION · BY CORE · SEPT RELEASE · 1 PLAYER

NINJA

This Ninja game will be going head to head with Activision's *Tenchu*. That's some competition. *Ninja* is an arcade-style (read: easy to get into) action game, set in ancient Japan.

You play a young Ninja called Kurosawa, who must exorcise demons from his homeland (how they got there is kind of a long story). The gameplay is said to be inspired by old arcade classics *Double Dragon*, *Rygar*, and *Ghosts and Goblins*. Basically street fighting in exotic locations. You can use weapons including swords and shuriken, and pick up bonus items including health potions and extra lives. We'll have a full report for you next issue.







Remember this scene. Do not get caught out by these spikes, OK!



Ow! My leg! (© Mortal Kombat IV, 1997, 1998)

60% COMPLETE · PlayStation · 3D SHOOT-EM-UP · BY DREAMWORKS · OCT RELEASE · 1-2 PLAYERS

SMALL SOLDIERS

A licensed game from the Stephen Spielberg movie of the same name. Toy soldiers called the Commando Elite have come to life, and start waging war on their enemy, the Gorgonites, around Ohio, USA.

In the one-player game you control Archer, leader of the Spiritual Gorgonites, and try to defeat the Commandos. In the two-player game – a split-screen fight to the death – you can be either the Gorgonites, or the Commandos. The biggest fun is to be had using the futuristic weapons and transport that are only ever available to toys. The giant walking gun-turret is our favourite so far. Good control, cool special effects, and great music. *Small Soldiers*, the game, will launch with the film in the UK.



Expect the highest quality movie shots from Small Soldiers. The movie's going to be great!

70% COMPLETE · PlayStation · CAR BATTLING · BY SINGLETRACK · TBC RELEASE · 1-4 PLAYERS

ROGUE TRIP



The team that brought you *Warhawk* and *Twisted Metal* jump into the driver's seat for Rogue Trip. Way into the future, the Rogue Trip has become the latest in holiday experiences, and you've just bought a one-way ticket to the action.

Although at first it might seem like *Twisted Metal 3*, the game is much more varied. Rather than simply destroy your opponents, the main object is to rescue tourists placed somewhere on the playing field. Once he's safe in your car, you have to seek out photo opportunities around the zone which will earn you cash. Should one of the rival cars steal the tourist from you – kill them! In addition to the one-player game there are deathmatch options, and a four-player mode.

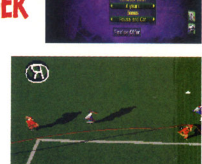


Ransacking the runway!

80% COMPLETE · PC CD ROM · FOOTBALL MANAGER · BY GREMLIN · SUMMER RELEASE · 1 PLAYER

PREMIER MANAGER 98/99







The World Cup's just finished, and the new footie season starts soon. Gremlin see this as the perfect time to release the latest in the series of *Premier Manager* games.

PM '97 was Gremlin's biggest-selling PC-only game last year, and the successor is pretty much the same. Updates for the new season means all the latest player transfers will be in place, plus Arsenal and Man United will be competing in the champions league. Chelsea will have even more foreign imports, and at 'boro Gazza might get a game.

Can Premier Manager overtake Championship Manager?!



80% COMPLETE · PC CD ROM · SPACE STRATEGY · BY FIRAXIS · AUTUMN RELEASE · 1-7 PLAYERS

SID MEIER'S ALPHA CENTAURI





This is where *Civilisation* left off – human colonists taking the fast space-ship to AC!

When the creator of *Civilization* releases a new game, you sit up and take notice. *Alpha Centauri* features a ship full of colonists, who crash land on a planet and are separated. The seven factions must try to survive on this new alien world.

Each group has different strengths and weaknesses, choose one and plot their survival. Build military units, energy weapons and special abilities like cloaking devices. Research future technologies and terraform the land to suit your needs. Explore the planet and encounter aliens, but most importantly survive. If this is anywhere near Sid's past efforts it's going to be amazing.



TEKKEN 3 WORLD CHAMPIONSHIP

JAPAN

USA

He may not look much, but Katsuyuki Hayashida is the best *Tekken 3* player on earth. He took the trophy for being the world's best at the E3 show in Atlanta, USA.

If you've read our news section this month, you'll know that E3 is the world's largest exhibition of new video games. Though *Tekken 3* was already available to buy in America, it still drew the biggest crowds.

Standing proud among them was Katsuyuki Hayashida, who beat over 1000 players at the Tokyo Game Show in March this year. Hayashida-san reached the final after scoring over 200 consecutive wins. Not surprisingly, Hayashida-san went on to kick the US champion's ass, right after doing away with the reigning Japanese champion who also attended E3.

The 'All-Japan' exhibition Match was incredible to see, especially since Hayashida-san was using Yoshimitsu, who requires no less than the skill of an expert. His Japanese rival was using Paul Phoenix, but was utterly destroyed! After watching this awesome display, there is no doubt that Yoshimitsu is now the character of choice for flashy players.

There were enough impressive players representing America at E3. Namco auditioned for places on the first day of E3. Anyone could enter, but if they beat their opponent they went on to challenge a Namco expert – who was using Forest Law (*Tekken 3*'s strongest fighter!). All survivors got through to the main tournament on day two, which was hotly contested to say the least.

It would be great to see this level of competition in the UK. Namco's arcade division hold regular events in London, but, come September, the whole country will go *Tekken 3* crazy when the game is released on PlayStation. So far Namco and Sony have no plans for a nationwide competition, but write to CVG and it could be arranged.

Demand that the UK continues the *Tekken 3* Road To E3 tournament. Send all postcards to this address: TEKKEN 3: ROAD TO BLIGHTY, CVG, Emap Images, 37-39 Millharbour, Isle-Of-Dogs, London E14 9TZ

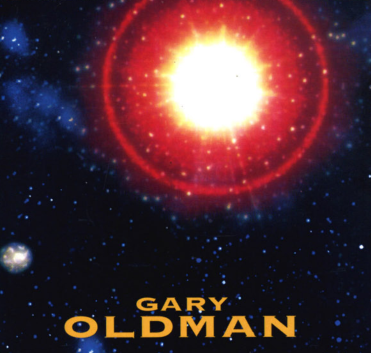
↑ *Tekken 3* fans, meet your nemesis. This 22-year-old student from Tokyo is the world champion.



↑ US champion CJ Kyles (left) in furious action at the semi-final stage.



FOOTBALL
CONTROLLERS &
MEMORY CARDS
A TOP TEAM FROM
JOYTECH
ENGLAND
WORLD CUP
ITALY
BRAZIL
MORE SAVES THAN SEAMAN, MORE CONTROL THAN BECKHAM.
HARDER WARE
JOY TECH EUROPE
AVAILABLE FROM: BLOCKBUSTER, BEATTIES, ELECTRONICS BOUTIQUE, VIRGIN OUR PRICE AND ALL GOOD GAMES RETAILERS.



GARY OLDMAN WILLIAM HURT MATT LeBLANC

LOST IN SPACE

THE GREATEST ADVENTURE OF THE SUMMER
WILL NOT TAKE PLACE ON EARTH

GET LOST FROM JULY 31
AT CINEMAS NATIONWIDE



FREEPLAY

TEKKEN 3 MUSICIANS CHOOSE BIG BEAT!

We think the music in *Tekken 3* is awesome. So we asked Namco if they could get some answers from their great musicians. And, hey, THEY DID! Thank you to: Nobuyoshi Sano, Keiichi Okabe and Yu Miyake.

CVG: How closely do you work with the game designers when choosing the right attitude for the music? Do you discuss themes with the artists and the Producer?

NAMCO: We had a meeting with the planning staff to carefully discuss a kind of music to be used for [arcade] *Tekken 3* when the project was launched. We proposed to the planning staff Big Beat (it is called Digital Rock in Japan) as the main tune to be used throughout the game.

Big Beat has never been introduced in the game music in general and was suited for the world of *Tekken 3*. Of course as a prime reason *Tekken 3* sound team love Big Beat. Consequently we actually produced the music and had the planning staff check it each time it was completed. We have never been asked to retake. Because there was no image difference between the sound staff and the planning staff owing to careful preliminary meetings.

[For PlayStation] we basically agreed to follow the taste of music as the arcade version, so here music production also went well. As for intro and ending movies we had meetings with the movie staff as well as the planning staff many times to come to fit the sound to the images (pictures).

CVG: How long did it take to produce a soundtrack for *Tekken 3* – arcade and PlayStation? How many people got involved?

NAMCO:

• Arcade	Production period:	3 months
	Staff:	3 people
• PlayStation	Production period:	6 months
	Staff:	10 people

CVG: When you create music for the arcade, do you aim to make the best electronic sounding music, or do you imagine the tunes being performed with real instruments, like the Arrange tunes?

NAMCO: We never completed a music based on the idea that we have to give up the sound we really want to produce because of the restriction of hardware/software. Restriction encourages us to be more creative. So we have been able to present something that was only possible to achieve on our equipment. *Tekken 3* should be the fruit of our experiences in the past. We achieved it by making efforts to reach the goal of "The Best Electronic Music."

CVG: Have you encountered any technical challenges – for example things you would like to achieve with music that is technically very difficult on PlayStation?

NAMCO: We completed the system of playing music smoothly every round for the arcade version, of which we are proud for its originality and effectiveness. We tried to do the same on Playstation but failed because of restrictions of the Playstation and *Tekken 3* game. It is very regrettable, although we hope to achieve it somehow in the future. And we spent much time producing the sound which was by no means inferior to that of the arcade version by covering up the weakness of the sound on Playstation.

CVG: Which groups, and musicians have influenced you?

NAMCO: We considered following artists for *Tekken 3* music:
- Prodigy
- Chemical Brothers
- Lunatic Calm
- The Crystal Method
- Underworld
- Coldcut

CVG: Please recommend some great music that you like, other than your own.

Nobuyoshi Sano
- YMO: *Thousand Knives*
- Frankie Goes to Hollywood: *Welcome to the Pleasuredome*
- Underworld: *Pearls Girl*

Keiichi Okabe
- Ryuichi Sakamoto: *Merry Christmas Mr Lawrence*
- Pet Shop Boys: *Being Boring*
- Chemical Brothers: *Leave Home*

Yu Miyake
- Holst: *Jupiter (The Planets)*
- Jackson 5: *Never Can Say Goodbye*
- Nine Inch Nails: *Perfect Drug*

CVG: Would you consider using, or have you already used, using famous musicians for game music?

NAMCO: We have never used them, in some cases they have been used internally though. We have the ability to produce music more effective in the game, rather than having it made by others. We think it should be done if a well-known musician must be employed for the sake of a given game. But there seems to have been few cases in which a well-known musician employed did good work for the game.

CVG: Ever considered performing live yourselves? A one-off live event? Or going on tour maybe?

NAMCO: We are very interested in making a live tour on business. We'd love to receive an invitation to England.

CVG: How about releasing a music CD of your own original music, perhaps aiming to get into the Top 10, and appear on Japanes music programs?

NAMCO: We hope it will come true in the future (not only in Japan but in any other nation.)

CVG: Please tell us about your background - what you did before working at Namco, and what games have you worked on previous to the Tekken series?

NAMCO: Nobuyoshi Sano
- Before Namco: I was a university student in telecommunications engineering.
- Past games to have worked on: *Numan Athletics, Attack of the Zolgear (Galaxian3), Ridge Racer, Ridge Racer 2, Rave Racer, Mach Bereakers, Dunk Mania, Cyber Cycles, Dirt Dush, Propcycle, Xevious 3D/G*

Keiichi Okabe
- Before Namco: Hair dresser
- Past games to have worked on: *Spiral Fall* (medal game of a large unit), *Ace Driver, Ace Driver 2, Victory Lap, Aqua Jet*

Yu Miyake
- Before Namco: I was a university student specializing in management information.
- Past games to have worked on: None. Tekken 3 was the first game for me.

CVG: What track is the guitar sample from in Lei's stage? It must be popular because East 17 use it in one of their songs.

NAMCO: I'm afraid I don't know the artist East 17, but I am personally interested in the music. I'd like to hear it once.

READERS' MOST WANTED CHART

This month, a new entry at number 10 for *Resident Evil 3*, *Final Fantasy 8* holds firm at four, and *Zelda 64* finally finds its way to number one after spending several months in the top three.

1.	ZELDA 64	N64
2.	TEKKEN 3	PLAYSTATION
3.	DREAMCAST	SEGA
4.	FINAL FANTASY 8	PS/PC
5.	METAL GEAR SOLID	PLAYSTATION
6.	TOMB RAIDER 3	PLAYSTATION
7.	F-ZERO 64	N64
8.	PLAYSTATION 2	SONY
9.	64 DD	NINTENDO
10.	RESIDENT EVIL 3	PLAYSTATION

Zelda 64, a game which has been in development since before the advent of PlayStation, continues to excite interest among gamers. Having now achieved near-mythical status, if *Zelda* fails to ever see the light of day, it's unlikely that Nintendo will ever recover. Footy games still don't seem to be getting a look in – we had a few votes for *ISS 98* but nowhere near enough to place it in the top 10. But, as usual, we had a high number of nonsense nominations – "a cop simulator" was one example. And as people blast their way through *Res Evil 2*, they're already thirsting for a third instalment of blood and gore.

Contents



computer and video games OFFICIAL CHART ROUND-UP

UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	**2**	**GRAN TURISMO**	**PLAYSTATION**	**S.C.E.E.**
2	1	WORLD CUP '98	PLAYSTATION	EA
3	3	RESIDENT EVIL 2	PLAYSTATION	VIRGIN
4	9	MEN IN BLACK	PLAYSTATION	GREMLIN
5	NE	QUAKE 2: THE RECKONING	PC CD-ROM	ACTIVISION
6	5	TOMB RIDER: PLATINUM	PLAYSTATION	EIDOS
7	8	TEKKEN 2: PLATINUM	PLAYSTATION	S.C.E.E.
8	4	WORLD CUP '98	NINTENDO 64	EA
9	6	WORLD CUP '98	PC CD-ROM	EA
10	10	DIE HARD TRILOGY: PLATINUM	PLAYSTATION	EA
11	11	FORSAKEN	NINTENDO 64	ACCLAIM
12	13	CRASH BANDICOOT: PLATINUM	PLAYSTATION	S.C.E.E.
13	7	X-FILES: UNRESTRICTED ACCESS	PC CD-ROM	EA
14	NE	ARMY MEN	PC CD-ROM	UBI SOFT
15	12	TOMB RAIDER: UNFINISHED BUSINESS	PC CD-ROM	EIDOS
16	15	MICRO MACHINES: PLATINUM	PLAYSTATION	CODEMASTERS
17	14	GOLDENEYE	NINTENDO 64	THE GAMES
18	16	ULTIMATE SOCCER MANAGER '98	PC CD-ROM	CENDANT
19	18	GRAND THEFT AUTO: SPECIAL EDITION	PLAYSTATION	TAKE 2
20	19	ISS PRO: PLATINUM	PLAYSTATION	KONAMI

JAPANESE MULTI-FORMAT SALES TOP 10

1	**FIFA: RTWC '98**	**PLAYSTATION**
2	STOLEN SONG	PLAYSTATION
3	WORLD STADIUM 2	PLAYSTATION
4	BAROQUE	SATURN
5	SUPER REAL SOMETHING	SATURN
6	PARASITE EVE	PLAYSTATION
7	TEKKEN 3	PLAYSTATION
8	METLE RANCER: REINFORCE	PLAYSTATION
9	GRAN TURISMO	PLAYSTATION
10	SUPER ROBOT WARS	PLAYSTATION

AMERICAN MULTI-FORMAT SALES TOP 10

1	**TEKKEN 3**	**PLAYSTATION**
2	NBA COURTSIDE	NINTENDO 64
3	1080° SNOWBOARDING	NINTENDO 64
4	TRIPLE PLAY '99	PLAYSTATION
5	GOLDENEYE	NINTENDO 64
6	MLB '99	PLAYSTATION
7	RESIDENT EVIL 2	PLAYSTATION
8	BLASTO	PLAYSTATION
9	SAGA FRONTIER	PLAYSTATION
10	DIABLO	PLAYSTATION

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

computer and video games

1	**J-LEAGUE WINNING ELEVEN 3**	**PLAYSTATION**
2	COMMANDOS	PC CD-ROM
3	QUAKE 2	PC CD-ROM
4	BANJO KAZOOIE	NINTENDO 64
5	TEKKEN 3	PLAYSTATION



COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These may not be the hottest games around or the newest, but these are what we recommend this month for each system.

SATURN U.K. TOP 5

1	PANZER DRAGOON SAGA	SEGA
2	BURNING RANGERS	SEGA
3	DEEP FEAR	SEGA
4	WORLD LEAGUE SOCCER	SEGA
5	QUAKE	SEGA

SATURN IMPORT TOP 5

1	RADIANT SILVERGUN	TREASURE
2	POCKET FIGHTER	CAPCOM
3	DREAM GENERATION	MESSIAH
4	LUNAR 2	SEGA
5	HIGH SCHOOL TERROR STORY	KID

PLAYSTATION U.K. TOP 5

1	COLIN MCRAE RALLY	CODMASTERS
2	BREATH OF FIRE 3	OCEAN
3	DEAD OR ALIVE	S.C.E.E.
4	ISS '98	KONAMI
5	KULA WORLD	S.C.E.E.

PLAYSTATION IMPORT TOP 5

1	POCKET FIGHTER	CAPCOM
2	JINGLE CATS	SONY MUSIC
3	SOLE DIVIDE	ATLUS
4	KING OF PARLOUR 2	TIN
5	XI (SAI)	S.C.E

PC TOP 5

1	COLIN MCRAE RALLY	CODEMASTERS
2	QUAKE 2: MISSION PACK	ACTIVISION
3	BRIAN LARA CRICKET	CODEMASTERS
4	OUTCAST	INFOGRAMES
5	POPULOUS 3	BULLFROG

NINTENDO 64 TOP 5

1	BANJO KAZOOIE	THE GAMES
2	MORTAL KOMBAT 4	GT INTERACTIVE
3	1080° SNOWBOARDING	THE GAMES
4	BUCK BUMBLE	UBI SOFT
5	WWF WARZONE	ACCLAIM

NINTENDO 64 IMPORT TOP 3

1	ZELDA 64	NINTENDO
2	F-ZERO 64	NINTENDO
3	ISS '98	KONAMI

GAME BOY TOP 3

1	ESWAT	MEGADRIVE
2	ZELDA: LINK TO THE PAST	SNES
3	WORLD OF ILLUSION	MEGADRIVE

ARCADE TOP 5

1	STREET FIGHTER ZERO 3	CAPCOM
2	FIGHTING VIPERS 2	AM?
3	STREET FIGHTER EX 2	CAPCOM
4	VIRTUA FIGHTER 3	AM?
5	ERGHEIZ	NAMCO

CVG'S 15 'MOST INAPPROPRIATE' MUSIC FOR GAMES - EVER!

1	ATARI KARTS	JAGUAR
2	ATTACK OF THE MUTANT PENGUINS	JAGUAR
3	MOTOCROSS X	JAGUAR
4	TOM AND JERRY	SNES
5	CRUIS'N USA	N64
6	SAN FRANCISCO RUSH	N64
7	EXTREME G	N64
8	RADAR RATRACE	COMMODORE VIC-20
9	SENSIBLE SOCCER '98	PC CD-ROM
10	SPICE WORLD	PLAYSTATION
11	WORLD CUP '98 (CHUMBAWUMBA)	PLAYSTATION
12	IZNOGOUD	PLAYSTATION
13	BURNING ROAD	PLAYSTATION
14	SEGA TOURING CAR	SATURN
15	DAYTONA USA: CHAMPIONSHIP EDITION	SATURN



Mattel launched the Intellivision console in January 1980. Created from the words intelligent and television, Mattel were trying for a more sophisticated and superior image from the start. The console looks stylish even today, in its chocolate brown plastic and two gold strips along the top. Of course, it had to have woodgrain-effect side pieces.

To play an Intellivision game you use the notorious disk controllers for movement. These take a lot of getting used to and were one of the reasons Mattel never caught up with Atari. The disk tilts about its centre in one of 16 directions. The controllers have four fire buttons and a numeric keypad. The games came with colourful keypad overlays.

Mattel's marriage of intelligence and vision.

The Intellivision arrived in the UK in September and cost £199.95 (twice the price of the Atari VCS) including the *Soccer* cartridge.The console was said to be "startling for its realism". The football game (oh all right, *Soccer*) was shown to journalists who gasped at the 3D pitch and footballers who could dribble at all angles.

Auto Racing is viewed from above like *Micro Machines*. You can race five laps against the clock in one-player mode or battle an opponent for points in two-player. You get two points when the other crashes and one point if you pull ahead so the other is nearly off the picture (sound familiar, *Micro Machines* fans?). The graphics here are truly excellent, and include buildings that are shaded beautifully to throw shadows on the ground. With five big courses and a choice of cars this was a great game.

CVG GOES INTELLIVISION INSANE!

The first issue of CVG reviewed *Astrosmash* (a big-selling, simple vertical shoot-'em-up) and went overboard in its praise for the Intellivision. "The whole game is given a visual depth which ordinary video units cannot equal. Instead of the stilted movements which are an eyesore on so many games." Eyesore?! Steady on!

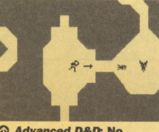


***Auto Racing*: Brilliant graphics and gameplay!**

The Intellivoice voice synthesis module has been featured on this page before and spawned the classics *Space Spartans* and *B-17 Bomber*.

Burgertime has you playing a chef preparing some burgers. Spread over a screen of platforms and ladders are the buns, the meat patties and slices of tomato and lettuce. By walking over these ingredients they drop down to the platform beneath. The aim is to get them all to the bottom. The chef is chased by hot dogs, eggs and pickles. The hot dog is especially well drawn; it has little legs and eyes and has a waddle of a walk. The cart got a hot review in CVG, scoring 4,4,5,5, including five for addiction.

November 1982 saw *Advanced Dungeons & Dragons* hit the shops. This addictive game sees you battling through many caves to reach the treasures of Cloudy Mountain. You search for arrows and tools while cautiously exploring the caves. New sections of the cave are only lit up as you move into them. Treasure can also be found but is always guarded by monsters. You can often hear sleeping monsters before you can see them. A sequel, *Advanced D&D: Treasure of Tarmin*, was also one of quality. This time the graphics are in 3D, set in a castle of rooms and corridors (who said *Doom*?). A mite slow but very appealing.



***Advanced D&D*: No complex dice rolls needed.**

Tron Deadly Discs was a tie-in with the Disney movie. You battle warrior attackers armed with only a disc that's rather like a futuristic Frisbee. The controller disk moves Tron around the screen and a ring of keypad buttons launches the disc in eight directions. *Deadly Discs* has that, "just one more game" compulsion.

Tron Deadly Discs: Run around and throw a frisbee at people. Great stuff!

Imagic's *Nova Blast* is an extremely fast *Defender* variant in which you protect four capsuled cities. *Swords and Serpents* is their forgotten gem. Viewed from above like Gauntlet, your main aim is to find all the treasure and store it in a chest on the first level. The cart has a fine mixture of battle and strategy that has real atmosphere.

Imagic's *Beauty & The Beast* sees Horrible Hank run off with your girl Tiny Mabel. You play Bashful Buford. To quote the manual, "Buford may be scrawny, but he's got spunk." Indeed.

You're made to climb a skyscraper to save Mabel. You can only climb up open windows and have to avoid the boulders plus birds, bats and rats. The game has plenty of musical cues, excellent collision detection and likeable graphics. Thumb candy.

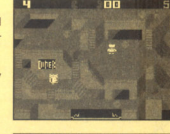
Beauty & The Beast: This is NOT *Donkey Kong*.

The best Parker Brothers Intellivision cart has to be *Super Cobra*. Made along similar lines to *Scramble* (this is the official sequel) you find yourself flying down the caverns of an enemy base – this time in a helicopter. Eleven sections give you a big challenge, each level introducing changes in terrain and the weapons being thrown at you.

Activision's *River Raid* and *Beamrider* converted well to the Intellivision but a new game named *Worm Whomper* cast you as a man with a bug gun out to protect his prize flowers. The fun comes from the sheer numbers of worms and bugs you have to deal with. This is a frenetic blaster with a difference.

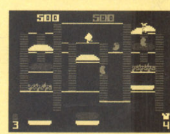
Atarisoft *Pac-man* is possibly the best console version of *Pac-man*. Everything is the right colour and the sounds are spot on, with the disk proving precise and accurate.

Diner (the sequel to *Burgertime*) is my favourite Intellivision game ever. You control the chef again in screens consisting of platforms, ramps and ladders. You roll food balls down the levels on to a plate at the bottom of the screen while being chased by the villains.



The evil hot dogs are back but now they are aided by a cheap cherry, a bad banana and Mugsy, the mug of root beer. Mugsy, in particular, is wonderfully drawn and animated. You can see the froth of the beer move back and forth as he walks.

You wipe out the villains with food balls. This is great fun! A well-timed roll can knock out several enemies at once scoring up to 8000 points. It's impossible to say too many good things about *Diner*. It has plenty of variation, cute graphics, great tunes and excellent gameplay. A tour-de-force of programming.



***Burgertime*: Avoid evil food and make burgers!**

BOOKMARK THESE:

Fans of classic carts should definitely subscribe to the ccnuk mailing list. You can find more details at
http://www.gyruss.demon.co.uk/ccnuk

The RETROGAMER fanzine web page has just been updated and is packed with loads to see and read.
http://www.geocities.com/SiliconValley/Heights/5874/

RETRO RANCH CLASSIFIED

RETROGAMER Issue 16 is out now! Activision's classic Atari VCS carts are profiled and there is more detail on the last years of the Intellivision. Send £1.50 to Keith Ainsworth, 52 Kingfield Road, Orrell Park, Liverpool, L9 3AW. Ask for my huge 'for sale' list of classic console and computer games too. You can e-mail Keith on retrogamer@hotmail.com

TIPS

THE LEGEND OF LOMAS

Using ancient techniques handed down to me by Viracocha himself, I have studied the position of the stars, planets, moon and sun and determined that the period known as "summer" has begun. During this time, a great evil known only as "sunlight" will hurt your eyes if you venture outside. To avoid it, stay inside and play games all day!

SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:

TIPS

CVG, 37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON, E14 9TZ

You can also send any tips or guides to this E-mail address. Please, don't waste your time copying things from magazines or internet sites. We're only interested in things you've discovered for yourself, and we don't want big lists of cheats for ancient crappy games. Thank you.

TIPS.CVG@ECM.EMAP.COM

PLAYSTATION

VIGILANTE 8



Enter these cheat codes as passwords.

I WILL NOT DIE
Invincibility
WMNNWLHTSCUCLH
All levels and characters
GO SIGHTSEEING
No Enemies
DEADLY MISSILE
Super-powerful homing missiles
HARDEST OF ALL
Super Premium Hi Octane Difficulty setting
REDUCE GRAVITY
Uh... Reduce Gravity
SAME CHARACTER
2 players can be the same character
MONSTER WHEELS
Massive Tyres

To get a hidden turbo boost, press **Up, Up, Up, then fire your Machine Gun**. A homing missile will stick to your car and make you zoom ahead at high speed.

Here's how to do each weapon's second hidden attack.

INTERCEPTOR MISSILES
Halo Decoy
Up, Up, Down, Fire Machine Gun (Costs 2 missiles)

BULLS EYE ROCKETS
Stampede
Up, Down, Up, Fire Machine Gun (Costs up to 5 rockets)

SKY HAMMER MORTAR
Turtle Turnover
Down, Down, Down, Fire Machine Gun (Costs 2 shells)

BRUISER CANNON
Cow Puncher
Down, Up, Down, Fire Machine Gun (Costs 2 shells)

ROADKILL MINES
Cactus Patch
Left, Right, Up, Fire Machine Gun (Costs up to 6 mines)

FORSAKEN

To use these cheats, simply enter them at the password screen as you would a normal password.

bubbles	Cheat Mode On
iamzeus	Invincibility, all weapons, infinite ammo, everything!
thefullmonty	Level Select
lumberjack	Press Quick Mug or Solaris buttons a few times for special weapons
jimbeam	Press Quick Laser button a few times for lasers
titsoot	Special textures for special ship

BLASTO

If you want to play with alternate costumes, go to the main menu and press **Up, Up, Down, X, Triangle, Circle** quickly.

GUILTY GEAR



There are a few hidden characters that can easily be picked up through playing the game. To play as Baiken, just finish in normal mode without using any continues. To play as Testament or Justice, all you need to do is finish the game in arcade mode on the normal difficulty using as many continues as you fancy.

RASCAL

To make yourself invincible, go to the password screen and enter the code "**infin**".

To give yourself infinite ammunition, go to the password screen and enter the code "**juicy**".

ROAD RASH 3D

To get Blast 2X while racing without having to look backwards, **hold the Zoom Out button then press and hold the Rear View button as well.** Now release Zoom Out and the you should get Blast 2X as you race.

SATURN

COURIER CRISIS

Did you know that you can stick your finger up at people by pressing **L+X** together? Just don't do it at the police, or there'll be trouble!

To make your character grow, go to the main options screen and press **A, C, C, B, B, B, A, A, C**. Do it again and you'll shrink.

To get to the hidden practice level, go to the course selection screen and press **R+Z** together.

To stop the camera going through buildings, pause the game and press **Up, Up, Up, Up, Down, Down, Down, Down**.

To make the trees wobble around when hit, pause the game and press **Up, Right, Down, Left, Up, Right, Down, Left**.

To play in wireframe mode, pause the game and press **Left, Left, Right, Right, Left, Right, Left, Right**.

Enter these just as you would normal passwords.

SAVAGEAPES	Play as a gorilla
XFIFTYONEX	Play as an alien
KFKFKFOEKJ	Start with the Pantera
FDFKFKHCJK	Start with the Zaskar
IFKFKFKGKJ	Start with the STS 1

Here are passwords which will let you jump right into the game wherever you want.

1	**EFLCIFCGKJ**
2	**IFLCIFCCKI**
3	**MFLCIFCOKJ**
4	**AFLCIFCKKJ**
5	**FHCLFIGCJL**
6	**FLCLFICCIL**
7	**FPCLFIOCJL**
8	**FDCLFIKCJL**

9 **KFLCIFCGII**
10 **OFLCIFCCII**
11 **CFLCIFCOIJ**
12 **GFLCIFCKIJ**
13 **FFCLFIGCCJ**
14 **FJCLFICCIJ**
15 **FNCLFIOCJJ**

QUAKE

To give the Nail Gun lovely tracer effects, pause the game and highlight Autotarget. Now press **R, L, X, Y, Z, L, X, Y, Z.**

BURNING RANGERS

To get an exciting (not) navigation sound test, finish the game once then enter your password as **NAVIXXTEST** on the mission select screen. Awesome! (not)

NINTENDO 64

FORSAKEN

With these *Forsaken* cheats, all the directions should be pressed on the digital cross-key, unless they have the letter "C" in front of them, in which case you should press the yellow C-Button instead.

To turn on the gore, go to the Press Start screen and press **Z, Down, C-Up, C-Left, C-Left, C-Left, C-Left, C-Down.**

For Psychedelic Mode, pause the game and press **A, R, Left, Right, Down, C-Up, C-Left, C-Down.** From now on the graphics will constantly change colour, giving you a bad headache until you pass out and wake up in casualty.

For Turbo Crazy Mode, pause the game and press **B, B, R, Up, Left, Down, C-Up, C-Left.** Now you'll have infinite nitro boosts.

For Wireframe Mode, pause the game and press **L, L, R, Z, Left, Right, C-Up, C-Right.** The graphics will now look like *Tomahawk* on the Amstrad PCW 9256 word processor.

WETRIX

To be able to select your floor pattern (including the Mona Lisa!) complete all of the practice rounds and go to the options screen. You should have a new option called Floor where you can choose your favourite.

To get a load of new shapes to replace the standard pieces, first finish all of the practice rounds. Now get the OK rating in every mode (you don't need to worry about Multiplayer and Practice) so that the options flash green. Once you've done this, the background will go green and in almost every mode you'll see a little blue man. Click on him and select the duck that appears to get new pieces.

QUAKE

To access the debug menu, go to the password screen and **fill up all of the gaps with the letter "Q"**. It should tell you that the password is no good. Now go back to the options menu and there should be a debug option with level select, invincibility and so on.

BIO F.R.E.A.K.S.

To switch the game into a first-person perspective (so that you're looking from your fighter's eyes), hold **Left on the cross-key while playing and press Start.** To switch back to the regular view, hold **Down on the cross-key and press Start.**

PC CD-ROM

UNREAL

Enter these cheat codes at the console (press the "~" key to bring it up) or just press Tab, then type them in.

behindview x
Replace "x" with 1 for *Tomb Raider* view, or 0 for normal

god
Invincibility

open xxxx
Replace "xxxx" with a map name

allammo
Maximum ammo for current weapon

fly
Fly mode (type "walk" to remove)

summon xxxx
Replace "xxxx" with the name of an item in the game (enemy, weapon, whatever) to make it appear

killall xxxx
Replace "xxxx" with enemy name

ghost
Walk through walls (type "walk" to remove)

invisible x
Replace "x" with 1 to be invisible to monsters, 0 for normal mode

suicide
Kill yourself

playersonly
Freeze time

hideactors
Hide all items
showactors
Shows all the items again

WORLD CUP '98

To use these cheats (some of which are South Park-related) change any player's name to one of the codes and press Enter. Then choose "Back" and return to the Main Menu so that the player name is back to its original setting. Once at the Main Menu, press Scroll Lock to activate the cheats.

Zico	1982 Classic Match
Hurst	1966, 70, 74 and 82 Classic Matches
Gabo	Big Head Mode
Neila	Alien Mode
Gonzo	Hot Potato Mode
Cartman	Dive Mode
Kenny	Fire Ball
Kyle	Skeleton Players
Mr Hat	Mad Ball Mode

FORSAKEN

While playing the game, pause and type "**bubbles**", then enter one of these cheat codes. You should also have a go with some of the other codes listed with the PlayStation cheats.

iamzeus	Invincibility, all weapons and ammo
thefullmonty	Level Select

MEN IN BLACK

To turn on cheat mode (you need to do this before you can enter any of these codes), press Escape while playing to get to the Main Menu, then type in **DOUGMATIC**. You should go back into the game, where you can press Escape again before entering one of these cheat codes.

PROTECTME	Invincibility
HEALME	Maximum health
GIVEME	All weapons
LOADME	Infinite ammo
MOVEME	Creates save games for each level
AGENTx	Replace "x" with J, K, L or X
KILLEM	Kill all enemies
HQ	Skip to MiB HQ
ARTIC	Skip to Mission 1
AMAZON	Skip to Mission 2
FRALES	Skip to last mission

MORTAL KOMBAT 4 (PLAYSTATION, NINTENDO 64)

To select a character's alternate costume, rotate the Select Screen pictures twice before selecting them. To get Sonya and Tanya's second costumes, you need to do three rotations instead.

To bring up the cheat option, go to the regular Options screen and highlight "Continue". Now press and hold **Run + Block** until the cheat option appears. One of the hidden options is "Automatic Fatalities". To use this, beat your opponent then press **D, D, D, BK+HP** and your character will do one of their fatalities for you.

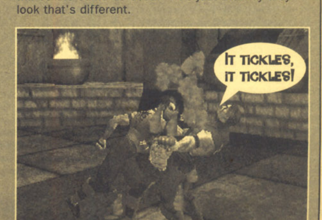
To play as Goro, select the Hidden option at the bottom of the character select screen, then move up three times then across one to Shinnok. Now press **Run + Block** to choose Goro. His moves are as follows:

Fireball	F, B, HP
Stomp	F, F, B, HK
Double Swipe	F, F, HP
Chest Kick	B, B, HK

To play as Noob Saibot, select the Hidden option at the bottom of the character select screen, then move up twice and across one to Reiko. Now press **Run + Block** to select him. Here are his moves:

Fireball	D, F, LP
Teleport	D, U

To play as Meat, play in Group Mode and win as all 16 of the characters against another player. After you've won with the last character, pick whoever you want to play as next, and instead of the regular character they'll be Meat instead. All of their moves will be the same as usual – it's just the way they look that's different.



MELTING POT

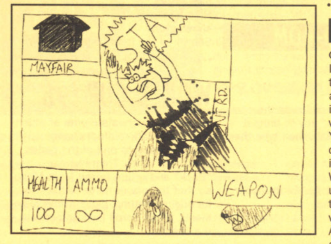
SHOW THE WORLD YOUR GAME IDEA!

Ever spent your hard earned cash on the latest game, and come away feeling disappointed? Think you can do better? Then we want to hear about it! Melting Pot is the area to share your game ideas with the rest of the world. Show them all that you're no chump when it comes to designing the ultimate game, just send us a description (no more than 250 words) and a screenshot (drawing, sculpture, performance art, installation art, whatever takes your fancy) and we'll do the rest. Remember – you love games, we love games – let's make games better!

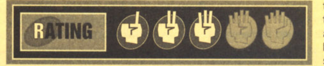
MONOPOLY DOG ON THE RAMPAGE

©Mr Wibble, Tin Planet, Space

This game is to make up for the fact the dog piece was taken out of the latest version of Monopoly. It's a *Doom*-style first person shoot-'em-up, but much better. You have to destroy your enemies, the car, ship, iron and hat and steal all their money, thus gaining the Monopoly! You get money by destroying houses and hotels while wandering round the Monopoly board, using weapons such as a rocket launcher, flame thrower and even a demolition crane! It would have 1500 levels and a lot of interactive RPG-like stuff. It would be better than *Trash It*!



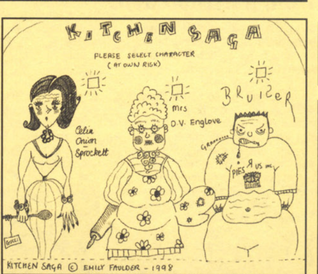
CVG: Thanks, Wibbly. Are you a disgruntled ex-Hasbro employee, or just the voice of reason? Anyway, the reason he's no longer in Monopoly is because Hunter had him!



KITCHEN SAGA

©Emily Faulder, 1998

Choose from American, English or Italian kitchen modes, each come with appropriate ingredients. For example, English kitchen will have ample supplies of cucumber sandwiches and lashings of ginger beer. Select one of the characters: Bruiser, 200 pounds overweight, receding hairline and beer gut; Mrs OV Englove, complete with floral apron and matching oven mit; or Celia Onion-Sprockett, a posh type with fur-trimmed Prada electric whisk. Your chosen character will crawl, shuffle or trot about the kitchen creating culinary delights to your specification. Oh! The joy of making Onion-Sprockett consume vast quantities of ale splattered pork pie. Kitchen Rampage Mode is a race against the clock to wreak as much havoc as possible in Delia Smith's kitchen. The more mess you make and the greater the value of the china you smash, the better your score. High scores are rewarded with a beating from a genetically enhanced Delia. This is the game for the new Millennium.



CVG: Indeed a quantum leap in terms of what you can do in a game, but when we put effort into cooking, we like to eat the rewards afterwards. Thanks for making us smile Emily.



PUB FIGHTER 3D

©Rob Barnes, 1998

This 3D fighting sim game would take place in different pubs in the UK. For example, The Rams Head, The Red Lion and the notorious Queen Victoria. You would be able to select your character from a choice of 8-10, varying from the big, slow, thuggish types to the scrawny, cocky, mouthy type. Different weapons would be available to fight with, including snooker cues, darts, chairs, empty glasses and bottles. Fights would start with cut scenes of blokes watching footy or other manly sports on the big-screen TV, your character would spill a pint over his opponent or make him miss a shot at pool. Bonus games between each fight would consist of games of pool and how many pints could be downed in a minute. Guest characters would appear as bosses – Gazza could be one. You'd progress further and further until the final showdown, where you face Robert Carlisle as Begby from *Trainspotting*.

CVG: Not entirely original, but this is pretty funny. Maybe you could have a bonus game set in All Bar One, where you fight all the suits. And Tom Guise could be a character who keeps getting barred from different pubs for falling over and breaking things.



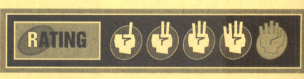
POSSESSIVE THEFT!

©Nathan Wilding, Rotheram, 1998

In the game you play the part of an ex-con who is shot to death by the cops. When you died Satan gave you another chance to relive your time as a no-good, thieving murderer – basically, Satan sends your soul to wreak havoc on planet Earth.

You are a ghost called Swag who floats around from country to country, mindlessly stealing, killing and causing complete chaos. But that sounds too simple eh? Well, the thing is you don't do it yourself, oh no! You use someone else's body by possessing it, and getting them to do the cheating and stealing. Causing extreme violence in over 20 different countries, including Los Angeles, China and even the moon. You can possess anyone from a New York tramp, a tiger in Africa or even the Queen of England. Of course, there must be a way to die, and there is. If you are in the body of a person and get gunned down by the police, run over, trodden on by an elephant or anything like that, then you die – same as the body you possess.

CVG: Nathan Wilding, the hardest 12-year-old on the planet. It's a cool idea, and has the potential to make an engrossing and atmospheric game.



THE BEST OF THE REST

The Melting Pot overfloweth with these gems.

Killer farm animals seem to be popular this month, **The Mad Cow Effect** from **Alex Tritton** sees all farm animals going mad, and you having to stop them. Similar is **Resident Cow** from **Alex Darlington**, described as not suitable for vegetarians, you simply destroy all cows with the mad cow disease. **Cheesy Games** get in on the act with **Agent Woolly: The Zombie Sheep Killer**, a radioactive turnip has caused the village sheep to mutate into a flock to avoid. Changing the tone, there's also a trend for light-gun games. **Carl Butler** suggests **Alien Vengeance**, an arcade shooter in a similar style to *The Lost World*, where four players can play, teaming up to clean *L.V.426* of the alien menace. **Joe Follows** thinks there should be a **Star Wars** gun game. It'll happen Joe, it'll happen. Meanwhile, **Stephen Mason** lends weight to the cause with **Attack From Mars**, which has some of the best graphics we've seen. A polite person, who for-

BLOOD AND DUST

©Christian Jacknelle, Matt Bryant and Neil Dyson

This is a first-person adventure game set in the Wild West. It takes ideas form the classic Western movies like *For a Few Dollars More, The Good, The Bad, The Ugly* etc. The player can choose from a number of characters such as Bounty Hunter, Marshall, Gambler, Gunslinger or Red Indian. All characters possess core skills like shooting, tracking, conversing and gambling. Each character also has the ability to improve their skills as the game progresses. Shooting skills would improve through target practice or having wasted plenty of bad guys. The overall aim of the game is different for each character. The Bounty Hunter would be searching for baddies with a price on their head, the Gambler wants to make loads of money, the Gunslinger would challenge all and sundry to a gunfight and the Red Indian would want revenge on the people that burnt his village. Featuring shooting, cattle rustling, bar brawls, horseback chases and so on. You could even see your face on a wanted poster (a use for the pocket camera?). Money earned can be used to buy better weapons, clothes, horses and even the services of certain types of houses. If you are a really bad person then you end up swinging by the neck! The recommended platform would be the N64, but the 64DD would be a necessity to store the sampled speech, graphics and music. A cool advertising slogan could be 'The Good, The Bad and The DD'.

CVG: A Western game where you could do all these things would rule. Thankfully, this isn't just a straight shoot-'em-up like LucasArts' Outlaws, there's far more scope and imagination here.

THE ULTIMATE ONLINE GAMING IDEA

©H & J Games, 1998

The gameplay will be like *X-Wing vs TIE Fighter*, and played on the largest server ever built, which is constantly updated. The game features a huge universe, and is about a battle between a couple of clans, there is a constant on-going fight between these groups. One of the clans could be bounty hunters, and all the other clans could hire them to do certain missions or aid them in battle. The game would have a storyline, but it would be in real-time and formed by the players themselves.

Clans could start wars against each other, and ally themselves with others. You could advance in grades and acquire bonuses such as money to upgrade and buy new ships. The goal would be to conquer as many planets as possible. Different planets would contain resources, necessary for the clans' survival. The game would be cheat proof, and no trainers would be allowed (eh?). People would have to contact the manager of the server if they wanted to start a new clan. The same goes if they'd like to create a new ship or weapon, the manager would set a price or reject it, depending on the nature of the ship.

The whole game would run 24 hours a day, and is constantly developing.

CVG: A huge space opera that's constantly being played and is evolving is a great idea, and one we've had ourselves. We'd suggest that the best players are invited to become bounty hunters, and you'd have to limit new technologies because they'd affect the balance of the game.

HITMAN

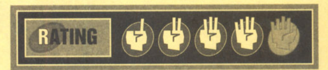
©Todd Esplin, Bradwell Common, 1998

You are a hired hitman, paid to kill an unsuspecting civilian. Only one problem, you must find him somewhere in a huge metropolis. Every day that goes by when you haven't done the job, you lose money. If you take too much time finding him/her then you're fired and a different hitman is hired, making you broke. If you succeed, collect your money at the meeting point, and find a phone for the next job.

There are three different ways you can find your target. The best way is to look into a phone book to see where the little blighter lives. That doesn't mean they're going to be there though. He could have gone shopping, making your job harder. You can't just walk into the supermarket with a gun in your hand, or you'll have the police on your tail.

Think of the possibilities, searching hotels, offices, houses, petrol stations, public toilets... well, maybe not that! You can also collect objects like crowbars, to break into disused bars. Your supply of weaponry is endless. You start with a silencer and, as you earn more money, stop off at a gun shop and buy a variety of guns, including sniper rifles. The game is viewed in a third-person perspective.

CVG: We had a similar suggestion in issue 195, but clearly a lot of you want a game like this, and so do we. Remember, MPs: shooting people isn't good, but in games it's fun!



GODHEAD

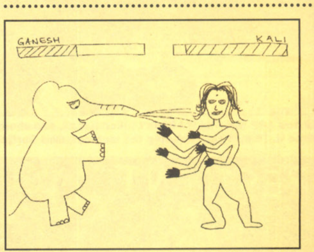
©Laila Farishta, 1998

This is a fighting game for two players where each one plays as a god. A lot of the characters would be based on Hindu gods, such as Ganesh, who looks like an elephant, or Kali, who's the one with six arms. Some could be Greek or Roman gods, like Nike the god of speed. Other gods could be taken from other religions to add to the list of characters.

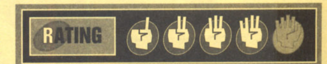
Each one has special powers related to their appearance and the traditional beliefs surrounding them. So Ganesh could use his powerful trunk to whack people or spurt water at them. Kali could use all her arms to aid her in battles. They all have weaknesses as well. So Ganesh could be slow and Nike could have few powers other than run fast.

The important thing about this game is that if you beat your opponent, you acquire some of their powers. For example, if Ganesh beats Nike he becomes fast, if he beats Kali he grows extra limbs.

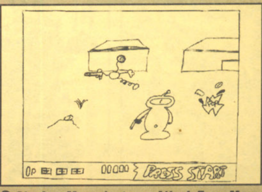
The end-of-level baddie would, of course, be the Devil, who would have awesome powers – including the power to turn invisible while fighting, or call on help from the hounds of Hell. To beat the Devil, you need to beat several other gods with yours to acquire their strengths. But you can never guess the strategy the Devil will adopt, so the powers you acquire can help or hinder you.



CVG: It may sound like War Gods, but this is a lot better. We like the way you can steal abilities, but it'll need extensive play testing to get the balance of all the fighters right.



got to include their name has an idea called **Universal Championship Cup Soccer**, where the likes of Chelsea and Juventus play against equivalent teams from other planets! **Ants In Your Pants** comes from the mind of **Andy Whatman**. You control an ant, who has to collect leaves and food. It includes an appearance from that Bud Ice anteater. **R Kadow** obviously likes strategy games, and he'd like to see a **Command and Conquer Star Trek** pak, an add-on that allows you to fight famous battles in Trek history. More movie inspired games suggested include **Evil Dead** from **Ralph Dorey**, which is a bit like Die Hard Trilogy, but of course has Bruce Campbell, not Willis. **Reservoir Dogs** comes from **Frazer Smith**, and even features that famous walking intro, the rest is all about planning and performing a heist. Our favourite is, however, **Austin Powers The Game**, from **L Shingle**, who suggests that after losing the *Tomorrow Never Dies* licence to MGM, Rare should do the next best thing, and make their next gun game a spoof featuring Austin Powers, baby. Two super cute ideas next, the first is **Candy Land** from **Ted Hughes** (isn't he a poet?), about a boy called Simon, who falls down a hole and discovers a land of sweets. **James The Cat** comes courtesy of **Stuart Moore**, starring his old cat who must retrieve the opto-crystal. Sci-Fi thrills can be found in **F.R.I.C.T.I.O.N.** from **Chris Sillitoe**, but he doesn't know what it stands for, he just says it sounds cool. About a guy in some organic body armour. **Vadim Harris** suggests **Murder 2000**, which he describes in maths as *Doom* x *GTA* x 100 = Murder 2000. Bizzarest game of the month comes from **Matthew Bullman** with **Queen – Best Songs**, starring the famous band touring the globe, meeting the fans and performing songs. End of level bosses like Pink Floyd will try to steal their songs! **Theme Craft** should be the next instalment of the cutesy management game according to **Ross Jermy**, where you must run an airline and airport, building planes and flying around the world. Finally, we'll leave you with a bang, **Nick Gillham** wants to see **Sim Apocalypse**. A game where you destroy all life on other planets. How sweet.



Stephen Mason's game, Attack From Mars, has the best graphics ever! Apparently.

Now Listen! All drawinz must include your name (clearly printed on the back of your work) to stand a chance of being shown in this section.

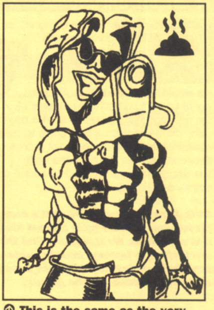
drawinz wot you dun

Some fantastic work sent in by all you marseterful artists, all proudly shown in this month's Drawinz. They remind of the old days, when I was a young pup, when life was simple.

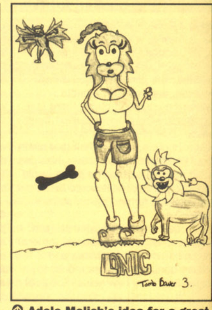
KEY	
Pictures wot have been traced or copied or knocked up in 5 minutes get a turd. DON'T DO IT!	Originality, creativity, style, fun, and not copied straight off another magazine. DO IT MORE!

You might have been able to guess from my irritable ramblings in the past few issues, but I haven't been myself lately. Some kind of identity crisis, probably exacerbated by the number confused sketches I've had to sort through. But I'm back now and you better watch out!

You ARE fat! And if I hadn't killed Kenny, somebody else would've done it. Thanks for capturing the moment, Carl Curtis.



This is the same as the very first Lara. Thanks, mystery artist.



Adele Melish's idea for a great new game. Shame about her legs.



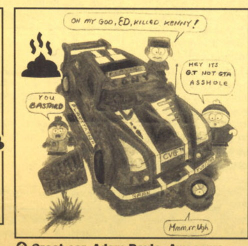
The month's most striking picture comes from Yuko Toda. Manga meets Res Evil. It's fab, but I'm gonna give you a turd anyway. Ha ha!



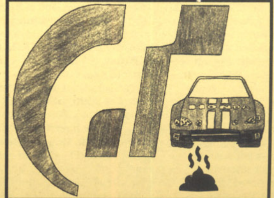
Shane David Layden sent us this terrific celebration of great games.



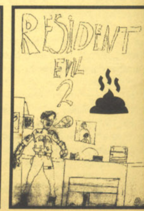
Jonathan Teoh's vision of Jaime Smith. Aaargh!



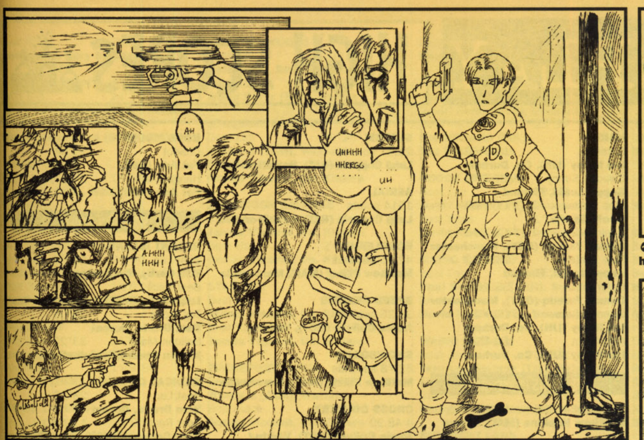
Great car, Adam Payle. Awesome.



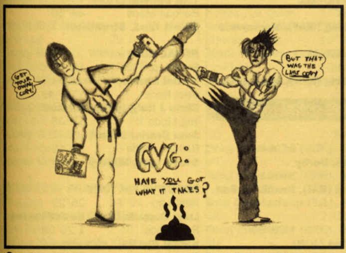
You're a Winner, Anthony, but this picture aint! It's too straight and like advertising.



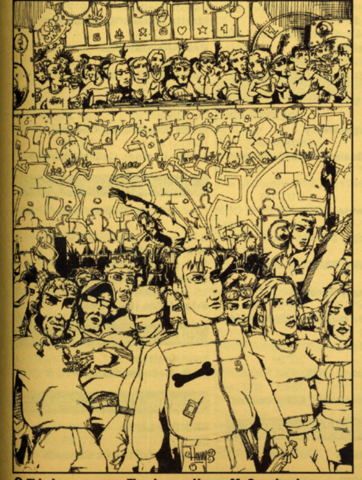
Matt, how long this take you: five minutes?



From Jeanne Price, who has a great career ahead of her in comics, should she want it. Top. Class.



Tekken fighters fart at each other! Thanks Chris Hyatt.

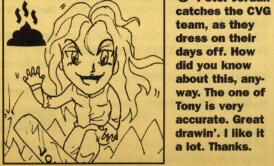
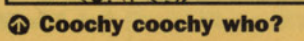

This is awesome. Thank you, Henry McCausland.

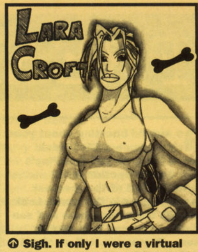


Gary Rivers, you have high standards.



Peter Jordan catches the CVG team, as they dress on their days off. How did you know about this, anyway. The one of Tony is very accurate. Great drawin'. I like it a lot. Thanks.

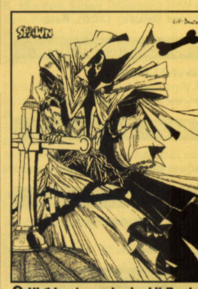


Coochy coochy who?



Sigh. If only I were a virtual human being! Cheers Henry Cady.



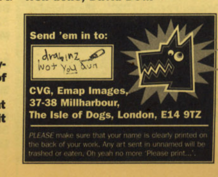
Not at all scary. No. Nice angle though, Michael Palliser.



Highly atmospheric. Lil Beate does a great job with Spawn.



Excellent bit of bloodletting! Well done, David Dow.


Send 'em in to:

drawinz wot you dun

CVG, Emap Images, 37-38 Millharbour, The Isle of Dogs, London, E14 9TZ

PLEASE make sure that your name is clearly printed on the back of your work. Any art sent in unnamed will be trashed or eaten. Oh yeah no more 'Please print...'.



FREEPLAY HIGH SCORES



Go around boasting about your video game skills? Think you're hard, do ya? FreePlay's High Scores section is the definitive list of the greatest gamesplayers in the world. Look through the scores here and see whether you can beat any of them – if you can, tell us about it! If possible, take a photo of the screen as proof (in a dark room with the flash turned off) and send that in as well. Also include your three digit arcade tag name – you know, the name you enter if you actually manage to get a high score (normally something like "AAA"). Get to it!

HIGH SCORES, CVG,
37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON, E14 9TZ

TEKKEN 3 (PLAYSTATION)

TIME ATTACK
1'29"61 (Xiaoyu)
Andrew Densley (ACD), Bath

SURVIVAL MODE
36 Wins (Heihachi)
Andrew Densley (ACD), Bath

DEAD OR ALIVE (PLAYSTATION)

SURVIVAL MODE
24 Wins (Jann-Lee)
Andrew Densley (ACD), Bath

RESIDENT EVIL 2 (PLAYSTATION)

Leon (Scenario A) 2.21'54
Kuljeet Chauhan, Southall

TOMB RAIDER 2 (PLAYSTATION)

ASSAULT COURSE TIME
1'04"4
Nury Gamboa

V-RALLY (PLAYSTATION)

EASY
Corsica 42"82
Osman Farooq (OZY), Manchester
Indonesia 51"15
Osman Farooq (OZY), Manchester
Spain 50"94
Osman Farooq (OZY), Manchester
England 57"68
Seppo Lunki (SML), Finland

MEDIUM
Safari 53"72
Seppo Lunki, Finland
New Zealand 1'04"02
Osman Farooq (OZY), Manchester
England 47"96
Ian Haley (IJH), Co. Durham
Corsica 47"81
Osman Farooq (OZY), Manchester
Indonesia 55"08
Seppo Lunki, Finland
Alps 1'05"24
Seppo Lunki (SML), Finland

HARD
Corsica 1'25"52
Ian Haley (IJH), Co. Durham
Sweden Sunny 1'07"72
Seppo Lunki, Finland
Alps Snow 1'06"60
Geoff Searle
Spain 1'12"72
Osman Farooq (OZY), Manchester
New Zealand 1'24"52
Seppo Lunki, Finland
Safari 56"20
Osman Farooq (OZY), Manchester
Sweden Snow 1'19"16
Ian Haley (IJH), Co. Durham
Alps Night 1'14"24
Ian Haley (IJH), Co. Durham

TIME CRISIS (PLAYSTATION)

Story mode 11'21"76
Matthew Hopkins (MAT), Crewe

TIME ATTACK
Stage 1 2'37"50
Richard Peet, Fenny Compton
Stage 2 3'27"46
Richard Peet, Fenny Compton
Stage 3 4'43"46
Richard Peet, Fenny Compton

PLAYSTATION MODE
1-2A-3A-4A 8'52"26
Matthew Hopkins (MAT), Crewe
1-2A-3B-4B 9'29"93
Matthew Hopkins (MAT), Crewe
1-2A-3B-4C 9'33"70
Matthew Hopkins (MAT), Crewe
1-2B-3B-4B 8'24"36
Matthew Hopkins (MAT), Crewe
1-2B-3B-4C 8'36"83
Matthew Hopkins (MAT), Crewe
1-2B-4C 6'12"66
Matthew Hopkins (MAT), Crewe

RESIDENT EVIL (PLAYSTATION)

Game Complete 01:39'17
Mark McEwan, Glasgow
Game Complete (with Rocket Launcher) 01:23'47
Mark McEwan, Glasgow

RESIDENT EVIL (SATURN)

Battle Mode, Jill
998 points, A grade
Themis Bakas (ACE), Nunhead

WINTER HEAT (SATURN)

SPEED SKIING
11.484 seconds
Matthew Pilling (MAF), Merseyside

SKI JUMP
154.00 metres
Matthew Pilling (MAF), Merseyside

DOWNHILL
32.80 seconds
Matthew Pilling (MAF), Merseyside

SHORT TRACK SKATING
43.80 seconds
Matthew Pilling (MAF), Merseyside

SKELETON
50.83 seconds
Luigi Coppola (BAT), Bexhill-on-Sea

SLALOM
28.47 seconds
Luigi Coppola (BAT), Bexhill-on-Sea

AERIAL
1514 points
Luigi Coppola (BAT), Bexhill-on-Sea

BOBSLEIGH
42.35 seconds
Matthew Pilling (MAF), Merseyside

SPEED SKATING
34.25 seconds
Jamie Collyer (HOT), Woking

SNOWBOARD
52.78 seconds
Matthew Pilling (MAF), Merseyside

CROSS COUNTRY
4'48.99
Jamie Collyer (HOT), Woking

11 EVENT OVERALL
14029 points
Matthew Pilling (MAF), Merseyside

ARCADE OVERALL
10289 points
Matthew Pilling (MAF), Merseyside

STEEP SLOPE SLIDERS (SATURN)

EXTREME 0
Best Time 51"44
Joe Jennings, Derby
Best Tricks 3069
Luigi Coppola (BAT), Bexhill-on-Sea

EXTREME 1
Best Time 1'08"80
Jon Pendleton (JON)
Best Tricks 2363
Joe Jennings, Derby

EXTREME 2
Best Time 1'10"04
Jon Pendleton (JON)
Best Tricks 2589
Matthew Bushnell (ACE), Enfield

EXTREME 3
Best Time 1'22"00
Joe Jennings, Derby
Best Tricks 3086
Matthew Bushnell (ACE), Enfield

ALPINE
Best Time 1'01"08
Jon Pendleton (JON)
Best Tricks 2442
Joe Jennings, Derby

SNOWBOARD PARK
Best Time 1'22"60
Joe Jennings, Derby
Best Tricks 2971
Matthew Bushnell (ACE), Enfield

HALF PIPE
Best Time 26"04
Jon Pendleton (JON)
Best Tricks 2562
Matthew Bushnell (ACE), Enfield

HOUSE OF THE DEAD (SATURN)

SATURN MODE
65,742
Fat Ade (ADE)

BOSS MODE
Chariot 21'54
Fat Ade (ADE)
Hangedman 1'13"60
Fat Ade (ADE)

SONIC R (SATURN)

RESORT ISLAND
Best Lap 15"32
Will Carey, Worcester
Best Race 55"40
Luigi Coppola (BAT), Bexhill-on-Sea
Tag Mode 23"08
Sam Draris, Dorset
Balloon Mode 33"22
Martin Dooley, Woodhall Spa

RADICAL CITY
Best Lap 23"52
Sam Draris, Dorset
Best Race 1'07"80
Gary Cormack (GAZ), Stonehaven
Tag Mode 19"84
Tom Dentith (TOX)
Balloon Mode 44"30
Elliott Hind, Streatham

REGAL RUIN
Best Lap 19"53
Kamal Bhatia, Leicester
Best Race 1'02"48
Chris J Haig (CJH), Taunton
Tag Mode 17"48
Sam Draris, Dorset
Balloon Mode 31"48
Steve Lyth, Whitby

REACTIVE FACTORY
Best Lap 25"20
Luigi Coppola (BAT), Bexhill-on-Sea
Best Race 1'20"93
Kamal Bhatia, Leicester
Tag Mode 23"08
Gavin Woodworth, Cumbria
Balloon Mode 29"27
Martin Dooley, Woodhall Spa

RADIANT EMERALD
Best Lap 38"36
Kamal Bhatia, Leicester
Best Race 2'14"02
Kamal Bhatia, Leicester
Tag Mode 29"28
Gavin Woodworth, Cumbria
Balloon Mode 33"60
James Larham, Cambridgeshire

FIGHTERS MEGAMIX (SATURN)

Survival Mode, FV Setting, Wolf Stage

3 Mins, Rentahero 27 Wins
Will Carey, Worcester
7 Mins, Janet 62 Wins
Brian Lelas (B.L), Dublin
15 Mins, Janet 157 Wins
Brian Lelas (B.L), Dublin

TUROK: DINOSAUR HUNTER (N64)

Training Mode 2'17
Mark McEwan, Glasgow

DIDDY KONG RACING (NINTENDO 64)

ANCIENT LAKE
Best Lap 12"98
Peter Veal, Bury St Edmunds

Best Race 38"10
Peter Veal, Bury St Edmunds

FOSSIL CANYON
Best Lap 24"10
Remy Kamermans (RMK), Holland
Best Race 1'13"81
Remy Kamermans (RMK), Holland

JUNGLE FALLS
Best Lap 18"50
Jimmy G (JAM), Watford
Best Race 56"31
Jimmy G (JAM), Watford

HOT TOP VOLCANO
Best Lap 24"96
Remy Kamermans (RMK), Holland
Best Race 1'16"25
Remy Kamermans (RMK), Holland

WHALE BAY
Best Lap 21"85
James Vincent, Co. Kildare
Best Race 1'08"85
Jimmy G (JAM), Watford

PIRATE LAGOON
Best Lap 25"06
James Vincent, Co. Kildare
Best Race 1'19"73
James Vincent, Co. Kildare

CRESCENT ISLAND
Best Lap 29"06
Jimmy G (JAM), Watford
Best Race 1'32"20
James Vincent, Co. Kildare

TREASURE CAVES
Best Lap 18"75
Jimmy G (JAM), Watford
Best Race 58"73
James Vincent, Co. Kildare

EVERFROST PEAK
Best Lap 34"01
James Vincent, Co. Kildare
Best Race 1'46"36
James Vincent, Co. Kildare

WALRUS COVE
Best Lap 38"75
James Vincent, Co. Kildare
Best Race 1'58"03
James Vincent, Co. Kildare

SNOWBALL VALLEY
Best Lap 20"85
James Vincent, Co. Kildare
Best Race 1'05"21
James Vincent, Co. Kildare

FROSTY VILLAGE
Best Lap 21"00
Peter Veal, Bury St Edmunds
Best Race 1'06"76
Peter Veal, Bury St Edmunds

BOULDER CANYON
Best Lap 37"46
Jimmy G (JAM), Watford
Best Race 1'56"63
Chris Hinkley (CRS), Peckham

GREENWOOD VILLAGE
Best Lap 28"36
Jimmy G (JAM), Watford
Best Race 1'31"11
Jimmy G (JAM), Watford

WINDMILL PLAINS
Best Lap 41"86
James Vincent, Co. Kildare
Best Race 2'07"83
James Vincent, Co. Kildare

HAUNTED WOODS
Best Lap 20"00
Peter Veal, Bury St Edmunds
Best Race 1'03"46
Adam Berry (BEZ), Bolton

SPACEDUST ALLEY
Best Lap 39"25
Jimmy G (JAM), Watford
Best Race 2'02"73
James Vincent, Co. Kildare

DARKMOON CAVERNS
Best Lap 41"66
James Vincent, Co. Kildare
Best Race 2'08"10
James Vincent, Co. Kildare

STAR CITY
Best Lap 34"00
James Vincent, Co. Kildare
Best Race 1'47"83
James Vincent, Co. Kildare

SPACEPORT ALPHA
Best Lap 39"46
Jimmy G (JAM), Watford
Best Race 2'04"50
James Vincent, Co. Kildare

SUPER MARIO 64 (NINTENDO 64)

Koopa The Quick 17"0
Andrew Densley (ACD), Bath
Princess Slide 15"6
Mark McEwan, Glasgow
Level 13 180 coins
Michael Lai, Liverpool

LYLAT WARS (NINTENDO 64)

CO 275
Greg Ihnatenko (GRE), Stockport
ME 412
Greg Ihnatenko (GRE), Stockport
KA 275
Tatu Luostarinen (TJL), Finland
SX 278
Greg Ihnatenko (GRE), Stockport
MA 219
Tatu Luostarinen (TJL), Finland
AG 536
Greg Ihnatenko (GRE), Stockport
VE 237
Luke Fulcher (LCF), Gorleston
Total Score 2149
Luke Fulcher (LCF), Gorleston

MARIO KART 64 (NINTENDO 64)

LUIGI RACEWAY
Best Lap 26"51
The Ultimate (TUL), The Netherlands
Best Race 1'21"94
The Ultimate (TUL), Netherlands

MOO MOO FARM
Best Lap 24"97
Suman Miah (SUM), London
Best Race 1'16"76
David Hines (EYE), Doncaster

KOOPA TROOPA BEACH
Best Lap 26"69
Paul Svensson (AAH), Sweden
Best Race 1'23"69
David Hines (EYE), Doncaster

KALIMARI DESERT
Best Lap 34"04
David Hines (EYE), Doncaster
Best Race 1'49"50
David Hines (EYE), Doncaster

TOAD'S TURNPIKE
Best Lap 30"07
David Hines (EYE), Doncaster
Best Race 1'35"20
David Hines (EYE), Doncaster

FRAPPE SNOWLAND
Best Lap 5"48
David Hines (EYE), Doncaster
Best Race 25"34
The Ultimate (TUL), The Netherlands

CHOCO MOUNTAIN
Best Lap 23"08
David Hines (EYE), Doncaster
Best Race 1'14"47
David Hines (EYE), Doncaster

MARIO RACEWAY
Best Lap 16"54
Paul Svensson (AAH), Sweden
Best Race 54"00
David Hines (EYE), Doncaster

WARIO STADIUM
Best Lap 03"98
Tatu Luostarinen (TJL), Helsinki, Finland
Best Race 22"41
George Papapetrou (GEO), London

SHERBERT LAND
Best Lap 33"28
David Hines (EYE), Doncaster
Best Race 1'41"17
David Hines (EYE), Doncaster

ROYAL RACEWAY
Best Lap 33"04
David Hines (EYE), Doncaster
Best Race 1'44"41
David Hines (EYE), Doncaster

BOWSER'S CASTLE
Best Lap 37"78
David Hines (EYE), Doncaster
Best Race 1'55"60
David Hines (EYE), Doncaster

DONKEY KONG'S JUNGLE PARKWAY
Best Lap 4"35
The Ultimate (TUL), The Netherlands
Best Race 35"28
The Ultimate (TUL), The Netherlands



Proof of The Ultimate's score.

YOSHI VALLEY
Best Lap 9"33
Tatu Luostarinen (TJL), Helsinki, Finland
Best Race 30"73
David Hines (EYE), Doncaster

BANSHEE BOARDWALK
Best Lap 35"12
The Ultimate (TUL), The Netherlands
Best Race 1'47"28
The Ultimate (TUL), The Netherlands

RAINBOW ROAD
Best Lap 1'16"52
David Hines (EYE), Doncaster
Best Race 3'53"34
David Hines (EYE), Doncaster

WAVE RACE 64 (NINTENDO 64)

DOLPHIN PARK
Stunt Score 27688
Geraldo Freitas (GER), London

SUNNY BEACH
Best Lap 0'20"869
Barry Morgan (BAD), Luton
Best Race 1'05"375
Stephen Wake, Doncaster
Stunt Score 20956
Matthew Hopkins (MAT), Crewe

SUNSET BAY
Best Lap 0'20"572
B. Morgan, Luton
Best Race 1'08"216
B. Morgan, Luton
Stunt Score 22095
Matthew Hopkins (MAT), Crewe

DRAKE LAKE
Best Lap 0'24"196
B. Morgan, Luton
Best Race 1'15"111
B. Morgan, Luton
Stunt Score 22376
Matthew Hopkins (MAT), Crewe

MARINE FORTRESS
Best Lap 0'23"357
Greg Ihnatenko, Cheshire
Best Race 1'18"989
Chris Murphy (CHR), Manchester
Stunt Score 29525
Matthew Hopkins (MAT), Crewe

PORT BLUE
Best Lap 0'27"908
B. Morgan, Luton
Best Race 1'27"423
B. Morgan, Luton
Stunt Score 37246
James Vincent, Co. Kildare

TWILIGHT CITY
Best Lap 0'29"255
B. Morgan, Luton
Best Race 1'30"524
B. Morgan, Luton
Stunt Score 31095
Matthew Hopkins (MAT), Crewe

GLACIER COAST
Best Lap 0'26"804
Greg Ihnatenko, Cheshire
Best Race 1'26"466
Greg Ihnatenko, Cheshire
Stunt Score 36080
James Vincent, Co. Kildare

SOUTHERN ISLAND
Best Lap 0'24"798
B. Morgan, Luton
Best Race 1'17"985
B. Morgan, Luton
Stunt Score 27035
Matthew Hopkins (MAT), Crewe

HOUSE OF THE DEAD (ARCADE)

70,140 (All scientists saved)
Michael John Laxton (MJL), Manchester


There, on the left! Shoot it!



Now that the latest 3D *Street Fighter* game is in most arcades around the country, we've got a preliminary moves list for you to take along. The secret time-release characters Kairi and Shadowgeist should be appearing soon, so there's the possibility of a moves update in the months to come.

KEY

U	Up
D	Down
B	Backwards
F	Forwards
DB	Diagonally Down/Back
DF	Diagonally Down/Forward
UB	Diagonally Up/Back
UF	Diagonally Up/Forward
LP	Light Punch
MP	Medium Punch
HP	Hard Punch
LK	Light Kick
MK	Medium Kick
HK	Hard Kick

GENERAL TECHNIQUES

GUARD BREAK

The Guard Break works in almost the same way as it did in the first *Street Fighter EX*. To do the move, just press two attack buttons of the same strength (LP+LK, MP+MK or HP+HK) and you'll perform an unblockable hit which will stun your opponent for a second. A Guard Break will cost you one level of your Super Meter.

One difference from the first *Street Fighter EX* is that you can stick a Guard Break on the end of most attacks. For example, you can hit your opponent with a close Sonic Boom then immediately follow-up with a stun hit.

EXCEL SYSTEM

To activate the new Excel System, jump and press a Punch and a Kick of different strengths (like LP+HK or MP+LK) together. You'll now be able to link almost any hit together in a similar way to *Street Fighter Alpha 2*'s Custom Combos. While you can get away with randomly bashing buttons, it's better to figure out a good combo with Special Moves and Super Combos in it.

CHARACTER MOVES LIST

RYU

Hadoken	D, DF, F + P
Shakunetsu Hadoken	D, DB, B + P
Shoryuken	F, D, DF + P
Hurricane Kick	D, DB, B + K
Senbukyaku	F + MK
Shinkuu Hadoken	**D, DF, F, D, DF, F + P**
Shinkuu Tatsumakisenbukyaku	**D, DB, B, D, DB, B + K**
Shin-Shoryuken (Level 3)	**D, DF, F, D, DF, F + 3 Ks**

CHUN LI

Hyakunetsukyaku	Press K Repeatedly
Hienshuu	D, DB, B + K
Spinning Air Kick	D, DF, F + K
Gomenne! (Taunt)	LP , LP , F , LK , HP
Soushouda	F + MK
Yousoukyaku	While in air D + MK
Ryuseiraku	While in the air, any direction + MP or HP
Sennetsukyaku	**D, DF, F x 2 + K**
Kikoushou	**D, DF, F x 2 + P**
Hazantenshyaukyaku	**D, DB, B x 2 + K**
Kikoshou	**D, DF, F x 2 + P**

KEN

HadokenD, DF, F + P	
ShoryukenF, D, DF + P	
Hurricane Kick	D, DB, B + K
Forward Roll	D, DB, B + P
Jigokukazaguruma	While in the air, any direction + MP or HP
Shoryureppa	**D, DF, F x 2 + P**
Shinryuken	**D, DF, F x 2 + K**
Shitsufuujinraikyaku	**D, DB, B x 2 + K**

GUILE

Sonic Boom	Hold B, F + P
Somersault Kick	Hold D, U + K
Air Suplex	While in the air, any direction + MP or HP
Spinning Back Knuckle	F + HP
Rolling Power Kick	B or F + MK
Heavy Stab Kick	B or F + HK
Flying Buster Drop	While in the air, any direction + MP or HP
Opening Gambit	**Hold B, F, B, F + P**
Double Somersault Kick	**Hold DB, DF, DB, UF + K**
Sonic Boom Typhoon	**Hold B, F, B, F + P**



HAKUTO

Chuugekihou	D, DF, F + P
Shougekiha	(During Chuugekihou) F + P
Shinnkuugeki	(During Chuugekihou) B + P
Shinnkyakugeki	(During Chuugekihou) B + K
Gokyakukou	B, D, DB + P
Shinnkuugeki	D, DB, B + P
Shinnkyakugeki	D, DB, B + K
Chuuhou	F + HP
Gaishuu	F + HK
Ryusui	360° spin + P
Furi	(After Shinnkuugeki or Shinnkyakugeki) D, DB, B + P or K
Kireneki	**D, DB, B x 2 + P**
Kyakuhougi	**D, DB, B x 2 + K**
Renshaugeki	**D, DF, F x 2 + P**
Ranbu	**LP , LP , F , LK , HP**

D. DARK

Dark Wire	D, DF, F + P
Dark Hold	(After hitting with Dark Wire) B + P
Dark Spark	(After hitting with Dark Wire) P
Kill Blade	F, D, DF + P
Explosive	D, DF, F + K
Knife Nightmare	F + MP
Death Spin Kick	F + MK
Death Trump	**D, DF, F x 2 + P**
Dark Shackle	**D, DF, F x 2 + K**
EX-plosion	**D, DB, B x 2 + K**

ZANGIEF

Double Lariat	Press 3 Punches
Quick Double Lariat	Press 3 Kicks
Spinning Pile Driver	360° spin + P
Russian Suplex	360° spin + K
Bear Hug	While in Russian Suplex press P
Turn Punch	F, D, DF + P
Flying Body Attack	While in air D + HP
Final Atomic Buster	**720° spin + P**
Super Stomping	**D, DF, F + K (cancel with D, DB, B+K**

SKULLOMANIA

Skullo Head	F, D, DF + P
Skullo Dive	(During Skullo Head) P
Skullo Crusher	D, DF, F + P
Skullo Slider	D, DF, F + K
Skullo Tkatchov	B, D, DB + K
Skullo Dash	F, F
Skullo Backflip	B, B
Step In Upper	F + MP
Dangerous Hit	F + MK
Skullo Suplex	While in the air, any direction + MP or HP
Skullo Taunt	360° spin + P
Super Skullo Crusher	**D, DF, F x 2 + P**
Super Skullo Slider	**D, DF, F x 2 + K**
New Skullo Dream	**LP , LP , F , LK , HP**
Skullo Energy	**D, DB, B x 2 + K**

BLANKA

Electric Cresendo	Press P repeatedly
Rolling Attack	Hold B, F + P
Back Step Rolling	Hold B, F + P, then any direction and button
Vertical Rolling	Hold D, U + K
Rock Crush	F + MP
Amazon Rebellion	DF + HP
Surprise Forward	Press 3 Kicks
Surprise Back	B + 3 Kicks
Grand Rolling Sabre	**Hold B, F, B, F + P (Press P to keep spinning)**
Beast Hurricane	**(While in air) D, DF, F x 2 + P**
Jungle Beat	**Hold B, F, B, F + K**

DHALSIM

Yoga Fire	D, DF, F + P
Yoga Flame	D, DB, B + P
Yoga Blast	D, DB, B + K
Yoga Catch	D, DF, F + K
Yoga Contact	(After Yoga Catch) Hold K, then release
Drill Heading	D + HP
Drill Kick	D + HK
Yoga Field	D, DF, F + K
Yoga Teleport	F, D, DF or B, D, DB + 3 Ks or 3 Pes
Yoga Taunt	While in air F, UF, U, UB, B + K
Yoga Inferno	**D, DF, F x 2 + P**
Yoga Drill Kick	**(While in air) D, DF, F x 2 + K**
Yoga Legend	**D, DB, B x 2 + K**

VEGA

Rolling Crystal Flash	Hold B, F + P
Flying Barcelona Attack	Hold D, U + K then P
Izuna Drop	Hold D, U + K then any direction + P
Sky High Claw	Hold D, U + P
Whirlwind Suplex	While in the air, any direction + MP or HP
Back Flip	All 3 Kicks
Attacking Claw	B, D, DB + P
Rolling Izuna Drop	**Hold DB, DF, DB, UF + K then any direction + P**
Phantom Destruction	**Hold B, F, B, F + K**
Spinning Izuna Drop	**(After Phantom Destruction) B, DB, D, DF, F + P**
Grand Crystal Flash	**Hold B, F, B, F + P**
Sky High Claw	**(During Ground Crystal Flash) Hold U or UF + P, then release**
Izuna Drop	**(During Ground Crystal Flash) Hold U or UF + K, then release**
Sky High Illusion	**Hold DB, DF, DB, UF + K**

CRACKER JACK

Dash Straight	Hold B, F + P
Dash Upper	Hold B, F + K
Final Punch	Hold 3 Punches or Kicks then release
Batting Hero	D, DF, F + P
Soccer Ball Kick	D, DF, F + K
Angry Fist	F + MP
Homerun Hero	**D, DB, B x 2 + P**
Crazy Jack	**Hold B, F, B, F + P (then P or K)**
Raging Buffalo	**Hold B, F, B, F + K**
Ground Slam Crasher	**D, DB, B x 2 + K**

SHARON

Halfmoon Kiss	D, DB, B + K
Prism Scissors	While in Halfmoon Kiss any direction + K
Gale Hammer Punch	D, DF, F + P (Then press F + P or K for more hits)
Bermuda Symphony	D, DF, F x 2 + K
Step Combo Punch	F + MP
Crush Punch	F + HP
Step Combo Kick	F + MK
Sliding Sweeper	DF + HK
Crimson Terror	360° spin + P
Flying Double Knuckle	While in the air, any direction + MP or HP
Sharon Special	**D, DF, F x 2 + K**
Hammer Head Rush	**D, DF, F x 2 + P**
Shadow Combination	**D, DB, B x 2 + P**

HAYATE

Sickle Draw	D, DF, F + P
Rushing Blade	D, DF, F + K (Then D, DF, F + P for more hits)
Spinning Slice	F, D, DF + P
White Blade Spinner	B, D, DB + P
Magical Throw	While in the air, any direction + MP or HP
Super Sickle Draw	**D, DF, F x 2 + P**
Rising Lightning Slice	**D, DF, F x 2 + K**
Extreme Burning Sun	**(While in air) D, DB, B x 2 + P**

FREEPLAY RED-HOT RUMOURS

● Sony are quietly planning a fight-back against Sega. The company have distributed "PlayStation 2" development kits to games-makers, and they're creating games to rival anything on Sega's Dreamcast.

● Konami are working on two games for Dreamcast, at least one of which could be a Japanese launch game. It's likely that Konami will be revisiting their classic *Castlevania* series on Dreamcast, and hopefully *Contra* as well.

● Meanwhile, four top-class football games are also in development for Dreamcast. CVG has seen screen-shots of one of them – and it looks AWESOME!

● *Killer Instinct 3* should be revealed in the next few months. Not much is known about it, but expect old characters to return with a few of their relatives as selectable fighters.

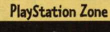
● Capcom are working on both *Resident Evil 3* and *4* at the same time. *Resident Evil 3* is likely to be a PlayStation game similar to the first two, rounding off the story in Europe as hinted previously. *Resident Evil 4* is being done exclusively for Dreamcast, and will be quite different from the first two games in that it should be fully 3D.

● Sega have got *Virtua Fighter 3* running on both the Saturn and Dreamcast, but as yet haven't decided which version to release. We think it's almost certain that an enhanced version of the arcade game will be available for the Dreamcast's launch, but a Saturn version before then would be nice...

● GT Interactive are supposedly selling the rights to a *Quake* movie to Warner Brothers. Apparently a script has already been written, and work on the movie will start soon. It's said that it could be entirely computer-generated, like a gory version of *Toy Story*.

FREEPLAY FANZINES

PlayStation Zone



Price: £1 per copy
Availability: Write to PlayStation Zone, Workshop Studios, Millsborough House, Millsboro Road, Redditch, Worcs, B98 7BU.
Content: Reviews of top PlayStation games, with tips and cheats. It also has a feature or two about weighty issues, and plenty of reader interaction. Wins brownie points for including a PlayStation games release schedule.

N-Form

Price: £2 per copy
Availability: Write to James Fry, 30 Jennings Field, Flackwell Heath, High Wycombe, Bucks, HP10 9ND.
Content: Something for die-hard Nintendo fans, with lots of info about anything to do with NES, Game Boy, SNES and N64. Includes some tips and cheats, as well as a reasonably extensive player's guide.

The ZX Files

Price: £1 per copy (usually!)
Availability: Write to The ZX Files, 8 Beechwood Rise, Wetherby, West Yorks., LS22 7QT.
Content: Excellent example of how to do a fanzine – packed full of info on subjects ranging from the conventional to the quirky. This particular issue featured an interview with Clive Sinclair, a bit about *South Park* and the mag's own cartoon strip. Special issues cost more.

Retro Classix

Price: £25 for 12 issues
Availability: Write to Retro Classix, G. Howden, 4 Chatterton Avenue, Lincoln, LN1 3TB.
Content: As the name makes absolutely obvious, this is one for retro-freaks. The ZX81, Atari, Lynx, Amiga and many other weird and wonderful worlds explored in depth. Also includes tips for people who actually play on these things.



Gameplay 2000

Price: £2.50 per copy
Availability: Write to Gameplay 2000, 55 Moor Lane, Woodford, Stockport, Cheshire, SK7 1PW.
Content: Most of this is hand-written or lifted straight from the internet. A lot of effort obviously goes into it, but asking £2.50 for a few bits of paper and a paper clip is a bit much. Created by 10-year-old Chris Mole, for other 10-year-olds.



Fun With Joysticks

Price: 50p per copy
Availability: Write to Fun With Joysticks, 54 Timberland, Bottesford, Scunthorpe, North Lincs., DN16 3SL.
Content: Interminably long essays written by the DREDGE crowd for a similar kind of reader. The fanzine's title sums it all up – Lara Croft features heavily and there's lots of intellectual masturbation throughout. But at least it's cheap.

Diablo

Price: £1.50 per copy
Availability: Write to 54 Laburnum Road, Strood, Kent, ME2 2JZ. Or Tel: 01634 318 094. Fax: 01634 263 504.
Content: Starts off cool and continues in the same vein. Includes thinkpieces with reviews and previews. The issue we looked at also had a *Resident Evil 2* walk-through. It's also multi-format... suspiciously similar to CVG!

FREEPLAY FAN



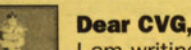
What is the best video game ever created? Everyone has their own personal favourite, and we want to know what yours is. FreePlay Fan is where you can tell the world how you feel about the game of your dreams. Turn to the back page of FreePlay for the address, and make sure you put 'FreePlay Fan' at the top.



Dear FreePlay Fan,
I'm writing in support of the greatest developer and machine of all time: Sega and the Saturn!

Throughout my 12 years of being an avid video gamer, I'd dreamed of the games that were on Saturn: *Panzer Dragoon* and its sequels, *Quake, NiGHTS, Marvel Super Heroes, Grandia, Daytona, Rally...* the list goes on! The Saturn has an excellent selection of titles, both arcade conversions and home games. The best video games are arcade games, the best arcade games are made by Sega, and are then converted to the Saturn. But what went wrong? How could the PlayStation have outsold the Saturn, especially when you consider Sega's Christmas '95 line-up of *Sega Rally, VF2* and *Virtua Cop*? By rights, the Saturn should have pounded the PlayStation into the ground, especially when you consider the constant stream of excellent titles for the system such as *NiGHTS*. It astounds me when, in arcades, you see people playing myriads of games by Capcom and Sega which have all been excellently converted to Saturn, and then they go away saying how much they wish these games were available on their PlayStation! The stupidity of the general public astounds me. You shouldn't buy a system just because it improves your image... ***[We cut it here to protect the public from suicide. The letter continues to degenerate into a boring ramble over six more sides of paper about how great the Saturn is].***

Yours, Simon Jordan



Dear CVG,
I am writing to celebrate the greatness that is Capcom. From the moment that this company was born, it has strived to bring us great game after great game. *Street Fighter* was the foundation for all the beat-'em-ups which are top of the league now, the *Tekkens*, the *Virtua Fighters* and especially the SNK coin-ops have tried to imitate the Capcom fighting engine, many think they have bettered it with *King Of Fighters 95* and *96* but in my eyes they haven't. Capcom don't only make beat-'em-ups, with much talent and variety they have made *Resident Evil* (one of the greatest games on the PlayStation) and have cracked it further with its INCREDIBLE sequel *Resident Evil 2*.

With the help of your great magazine I was able to slobber over this fantastic game which is definitely top of my gaming list. So, Capcom, here's hoping that your great games and variety combined with CVG can strive on to be game champions into the next century.

Shaun Wilson, London



To CVG,
I have been getting your truly awesome mag as much as I can. As soon as I get my hands on it I always look at FreePlay because it's the best bit (maybe). I just have to say that *Resident Evil* is one of the best games in the world. It combines adventure, horror and gore all at the same time. I love the way you just walk into a room and you see some zombies who slowly turn around and lurch towards you, groaning and exploding in showers of blood as you blow them to bits with your Colt Python. Brilliant! Even those really annoying door opening bits scare me silly and when those monsters on the ceiling in the engine room are chasing you, you just scream... Aiiiieeee!!!! Ahem.

Anyway I have the *Director's Cut* which doesn't have the cut bits of film in it, but it has three modes of play (I always do advanced because the Beretta explodes zombies heads) and an exclusive demo of *Resident Evil 2*! Damn it's good. There is one thing that would be so cool and that would be multi-player *Resident Evil*. It would be a link-up between players, and you would each start off in different locations in the house (with all the keys). So if you have a Sega Saturn or PlayStation, get *Resident Evil*! ***[What about if you've got a PC?]***

Also I would like to say that zombies are the best things since sliced bread. Every game should have zombies in it. It should also contain tons of blood, guns and explosions. This is why my other favourite games are: *Carmageddon, House of the Dead* and *Area 51*. Thank you very much.

Adam Insam (Zombie Eater)



Dear FreePlay Fan,
I read the letter in issue #195 from Rob-the-box-Whittlow with interest. After noting his points about how polygon games automatically are proving superior to sprites, a thought ran through my mind: "Sad, shallow and stupid man". He obviously has no idea what makes a game good. He claims that games need more than just polygons, "ie sound". Not a mention of gameplay there. By his reckoning, every game not on a next-generation machine or a PC is crap. What a fool. The failure of the Lynx wasn't due to its lack of polygons but its complete lack of good games. The Game Boy and Game Gear couldn't "do" polygons either, yet the Game Boy is still incredibly popular even now.

I like polygon games too, things like *Final Fantasy VII, Resident Evil* and *Rage Racer* blew me away, but I also love things like *Marvel Super Heroes* and virtually all the other Square/Nintendo RPGs. The last game I got was *Red Alert* (sprites) and next I will be going after either *Tomb Raider 2* or *GTA*. Oh yeah, and Rob-the-box closes by saying that sprites are flat and Animé games are round. One: That is stating the obvious, and two: Animé is Japanese cartoon style – and that's flat. Thank you for taking the time to read this letter.

Yours, Adam Shaw.



Dear CVG,
People who have bought the top game *C&C Red Alert* may have noticed that in the instruction book, there are small dots at the bottom of every page. This is in fact MORSE CODE!!!

My mate Mike and myself took a lot of time to decode it, so here goes:

Page Message
1. MESSAGE COM ALLIED HAS
2. DECODE CRYPTO NORMAL
3. RED EAGLE PASSES HAWK
4. RED ALERT RED ALERT
5. SOVIET FORCES SECT SEVEN
6. BUILDING RUNWAYS
7. ASSAULT UNITS
8. DISPATCH A.S.A.P.
9. MESSAGE COM HQS SEVEN
10. DECODE CRYPTO
11. VULTURE SNACKS
12. ALLIES LOSE VERDUN
13. FORCES DESTROYED
14. DISPATCH TROOPS A.S.A.P.
15. RETRIEVE TANYA
16. CRITICAL MOVEMENTS
17. SPOTTED NWS AHXA
18. NUCLEAR WARHEADS
19. DESTINED WASHINGTON
20. DELAYED STRIKE AXZULD
21. ADVISE ETA
22. DETAILED CINPA COM
23. PRIORITY INCOME
24. INVESTIGATE SUDDEN
25. DEATHS FOURTEEN ALLIES
26. TOXIC TESTS SHOW
27. LOMIC ACID LEVELS
28. TO CINPA COM
29. PRIORITY SEVEN BUT GO
30. LOMIC ACID COMPLAINT
31. ACCURATE
32. ALSO FIND CRUSHED
33. VERTEBRATE AND SLASHES
34. ON HEAD AND LACE
35. TWO THOUSAND HEADLESS
36. NO BLEEDING RESPOND
37. ROGER THAT WHAT IS IT?
38. SAY AGAIN LOMIC ACID
39. ROGER THAT WHAT IS IT?
40. ACID ANTS DSE
41. FOR WHAT PURPOSE?
42. KILLING NEUTRALIZING
43. DESCRIBE SLASHMARKS
44. LIKE BIG KNIVES
45. CHECKING TWELVE INCHES
46. MARKS ON HEADLESS
47. No Morse Code on this page
48. DO YOU HEAR HUMMING?

Some of the letters may be wrong, but you can make out what it says. It talks about acid ants – could this mean that they are in the game like the PC version?

James Evans

PS. Ed is weird.

CVG: How can someone who just decoded a load of pointless Morse Code from a game instruction book say that Ed's weird?



Dear CVG,
I'm here to say that I think *Final Fantasy VII* is the best game ever! I don't think *Zelda 64* is going to compete with this gemstone of video gaming. It's an experience too and I haven't played many RPGs, but I must say this is the only one anybody will ever need.

Anyone who has ever had a chance to play this will know why I've rated this No.1 game of all time in my books!

The graphics – the best I've ever seen on any console game, especially those incredible cut scenes! The sound and music suit every aspect of the game. The gameplay – totally new and it's gooked me for weeks!

What I'm really excited about is that I'm on Disc 3 (I got an American version of the game months ago!), yes that's right, today... ***[this letter came absolutely ages ago, by the way]***... I'm on the final disc of the best game ever. And with absolutely no help from tips or guides.

Yep, I think this should be game of the year and century, and I hope it's not overshadowed by the "more considered cooler to buy" *Tomb Raider 2*.

I want all PlayStation owners to experience this supreme game, all PS owners who do not buy this are bums! All who criticise this game should be banned from the gaming society.

Square and Sony should be proud to have made this "Game of Supreme Perfection" and all who made this possible should get a bonus in their salaries because they deserve it.

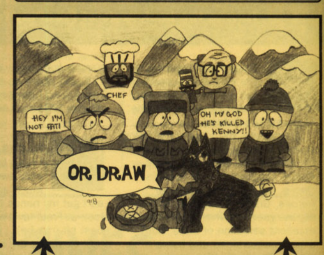
Tonathan Teoh

WRITE FOR FREEPLAY

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (eg HIGH SCORES, DRAWINZ). OTHERWISE THE RUTHLESS KILLING MACHINE, ALTERNATIVELY KNOWN AS HUNTER THE DOG, WILL HAVE TO PAY YOU A VISIT.

FREEPLAY
COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR, THE ISLE OF DOGS,
LONDON, E14 9TX

This is an important announcement to explain our revolutionary system for contributions to FreePlay: all contributions should have appropriate section names written on the envelope. So, if your letter is for High Scores, then you should have 'High Scores' written on your envelope, your tips should be in an envelope marked 'Tips', and so on. It's all a bit complicated, so we've formed a hit squad to visit schools in areas where there are high numbers of flids who need sorting out.



ED'S TIPS

Blessed are they that can tell the difference between tips in an ordinary games mag and tips in the Holy Yellow Mag, for they can never be fooled by false gods and their fallacies. Waste not thine own precious time on earth with lesser tipsters, and be at one with the divine power of the gods of gaming – every month in FreePlay. Amen.

HIGH SCORES

Tell us your best scores on your fave games and we'll advertise it to the world. You get to feel good about it for a while but, more importantly, you get to see it demolished by someone else almost immediately thereafter. But there's no point being a legend in your own living room is there?

DRAWINZ

Famous artists always try and get their work featured here, and we always give them a fair chance. But, judged against the work of the hardcore FreePlay artistic community, they fail to make the grade every time.

MELTING POT

Reach a transcendental state of gaming ecstasy by seeing your game idea printed in Melting Pot, where like-minded individuals will pay big money to make your dream a reality.

MOST WANTED

Tell us five things you want to see in our mag and we'll show them to you. Make sure all five things are related to games rather than sex – we're not that kind of mag. If you want that type of thing, read some Playstation mag. Ours is a games mag, and we don't need cheap visual sex gags to get readers salivating... not that there's anything wrong with salivating readers – or cheap visual sex gags.

BEST/WORST

Tell us what you like, what you really really like! Some suggestions to help you fill in this bit... Best Coming Soon – *Tekken* (what else could it be?); Best Review – Spice World (NOT!); Fave Team Member – Hunter; Best Designed Pages – the ones with the most screenshots. You can use a separate sheet of paper if if you want.

FREEPLAY FAN

It's the only bit of the mag where readers lose all sense of balance and perspective and start saying things like "the Saturn is the fastest, most popular console in history". But, hey, we all go crazy sometimes.

CVG'S BEST/WORST

LET US KNOW WHAT YOU REALLY THINK ABOUT YOUR FAVOURITE GAMES MAG!

PLEASE SPECIFY BEST OR WORST IN EACH CASE

1 BEST/WORST COMING SOON ....
2 BEST/WORST REVIEW ....
3 BEST/WORST EDITORIAL PICTURE/FAVE TEAM MEMEBER ....
4 BEST/WORST DRAWIN' ....
5 BEST/WORST DESIGNED PAGES ....
6 BEST/WORST COVER ....
7 SUGGEST A CATEGORY ....
8 SUGGEST A CATEGORY ....



